JAGUAR

64-BIT

Historical Atari Jaguar UK magazine advertisements and reviews collection.

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Atari Adverts

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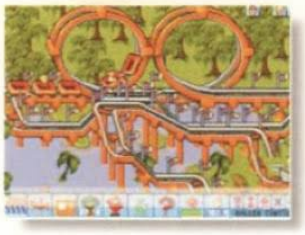
TEMPEST 2000™
Atari

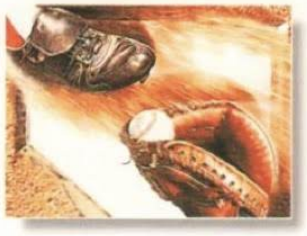


THEME PARK™
Ocean

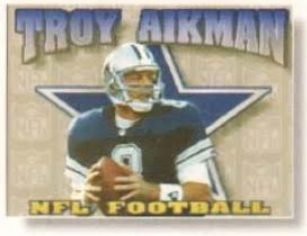
BATTLEWHEELS™
Beyond Games

BIOS FEAR™
ASG Technologies

BRUTAL SPORTS FOOTBALL™
Telegames



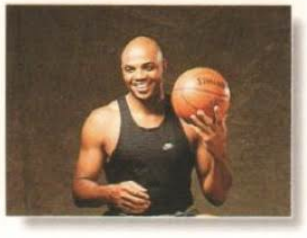
HARD BALL III™
Accolade



TROY AIKMAN FOOTBALL™
Williams Entertainment

ULTIMATE BRAIN GAMES™
Telegames

CLUB DRIVE™
Atari



BARKLEY BASKETBALL:
SHUT UP AND JAM!™
Accolade

LET GAMES

SYNDICATE™
Ocean

WOLFENSTEIN 3D™
Id Software

This is just the beginning for the Atari Jaguar 64-bit system. There are a ton of new games on the way for '94 designed to harness Jaguar's insane power. A power that's rapidly making other video game systems history.

Experience sports games so intense you'll feel the turf burn, combat games that'll drain pints of your blood, and dizzying virtual reality games like Doom and Alien vs Predator. Can you stomach a few thousand body blows? You'd better because in Ultra

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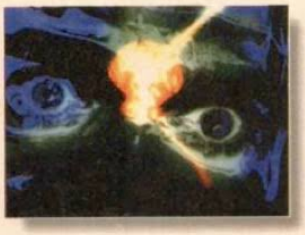
RISE OF THE ROBOTS™
Time Warner Interactive

ROBINSON'S REQUIEM™
Silmarils

PINBALL FANTASIES™
21st Century

ULTRA VORTEX™
Beyond Games



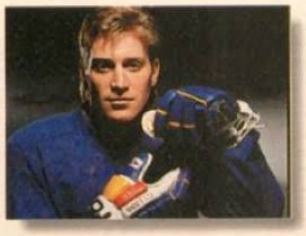
FLASHBACK™
US Gold

HOSENOSE AND BOOGER™
ASG Technologies

AIR CAR WARS™
Midnight Software

ARENA FOOTBALL™
V-Real

DOOM™
Id Software



BRET HULL HOCKEY™
Accolade

BATTLEZONE 2000™
Atari

DRAGON'S LAIR™
Readysoft

THE BEGIN.

DOUBLE DRAGON V:
THE SHADOW FALLS™
Williams Entertainment

ASSAULT™
Midnight Software

DUNGEON DEPTHS™
Midnight Software

Vortex, Kasumi Ninja and Double Dragon V, we've taken brawling to the 64th level.

What makes Jaguar games so awesome? The raw power of 64-bit technology that adds CD-quality stereo sound, 16 million colors, and incredible 3D animation. No wonder it was voted the best hardware system in Europe and America. And it's the only system made in America.

This is just a preview of what's to come. The Atari Jaguar. 64 bits. Do the Math.

KASUMI NINJA™
Atari

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ATARI
MADE IN THE USA

CHECKERED FLAG™
Atari

ALIEN VS. PREDATOR™
Atari

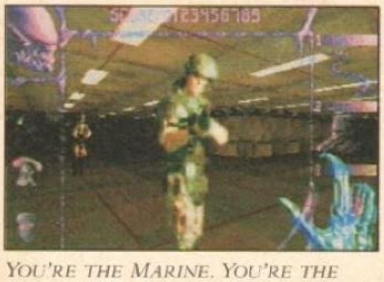
JAGUAR™ 64-BIT
DO+THE MATH

INTERACTIVE MULTIMEDIA SYSTEM

YOU CAN BE THE ALIEN.

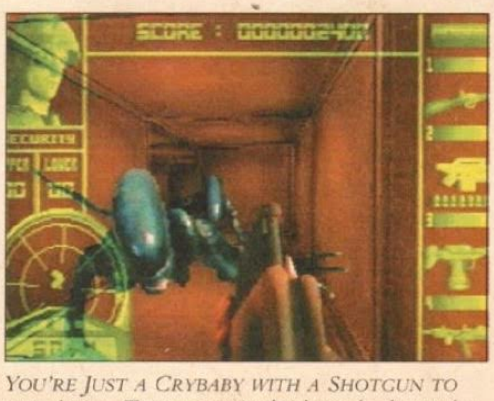
Lunch. Toast. Dogmeat. *You're* on the menu. The Alien eats you from the inside out. The Predator's razor-like mouth parts go for the crust. ALIEN

It's one thing to be low man on the food chain in a 16- or 32-bit game. But in Jaguar's 64-bit system, it takes extremely fine-tuned reflexes to stay alive. Give your reptilian hindbrain a workout. Be the



YOU'RE THE MARINE. YOU'RE THE ALIEN. YOU'RE THE PREDATOR. Be any one of them and fulfill your biological destiny; kill or be killed.

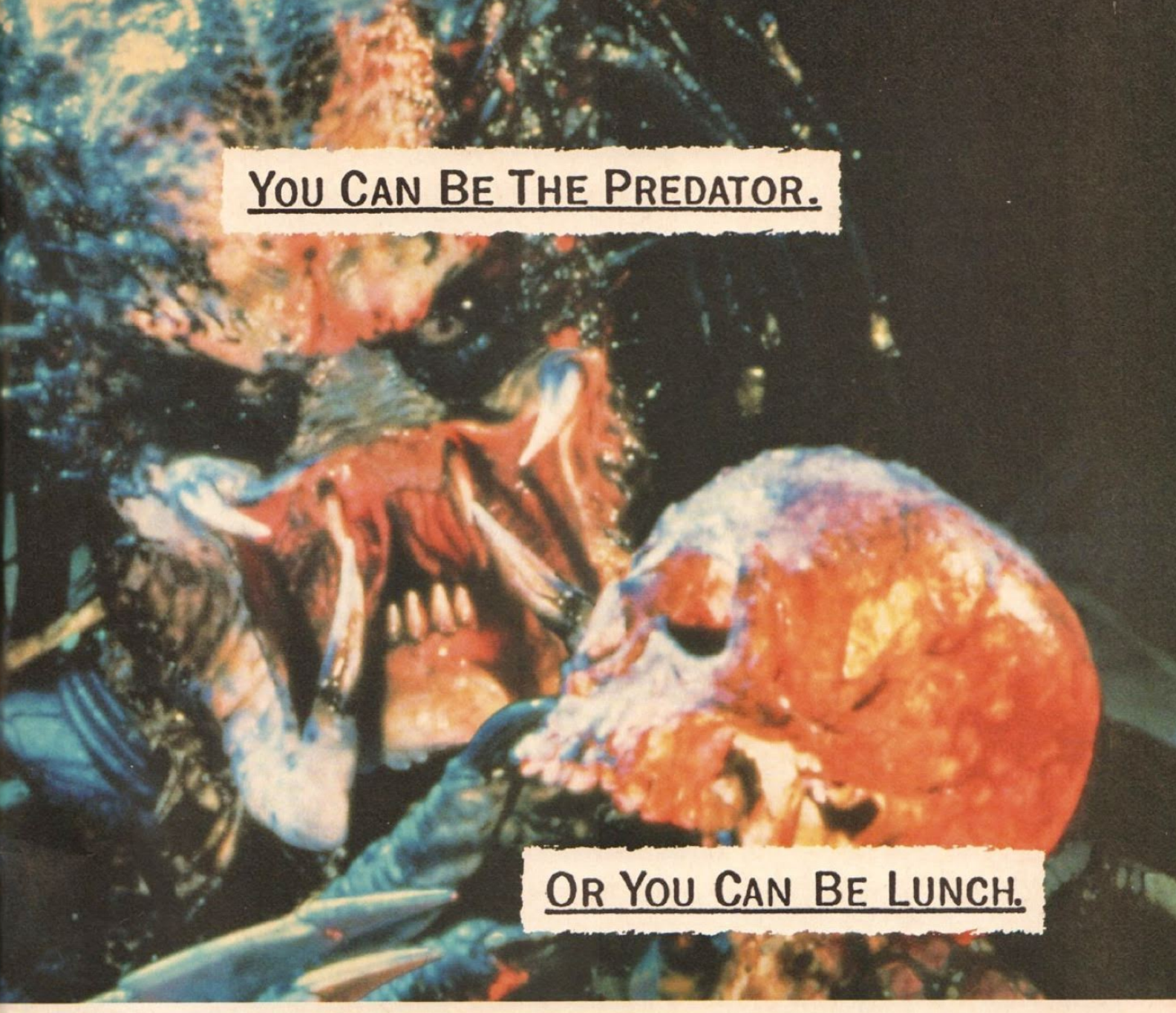
THE ALIEN LASHES OUT. His claw and tail strikes are beautiful and deadly. No such aesthetics apply to the face suckers. That's just plain sick.



YOU'RE JUST A CRYBABY WITH A SHOTGUN TO THE ALIEN. Texture-mapping heightens the claustrophobia of the airduct. Too bad. Tell your therapist.

ATARI MADE IN THE USA

Game tips and hints: **1-900-737-ATARI**. 95¢ per minute. If you are under 18, be sure to get a parent's permission before calling. A touch-tone telephone is required. USA only. Atari Jaguar information is available in the Atari Gaming Forum on CompuServe. Type GO JAGUAR to access this area 24 hours a day. Atari, the Atari logo, Jaguar and the Jaguar logo are trademarks or registered trademarks of Atari Corporation. All rights reserved. Alien and Predator™ & © Twentieth Century Fox Film Corporation. All rights reserved. Used under sublicense from Activision.



PREDATOR

Predator or the Alien. Ancient animal senses exploit the high-resolution bit-mapping - *the better to see you.* Huge sound-sampling - *the better to hear you.* And unparalleled animation - *the better to come out of nowhere and eat you.* In a 64-bit environment, pure sensation can overwhelm. Keep a little blood in your adrenaline system, and maybe you'll survive. At least until dinner.

THE PREDATOR'S DISKS FROM HELL may outmatch your more conventional weaponry. Might be a good idea to keep your first-aid kit handy.

THE PREDATOR CAN SEE WHAT YOU CAN'T. Stay out of his view. Too many x-rays can be bad for you.

MARINE? HAPLESS VICTIM IS MORE LIKE IT. Your extraordinary bit-mapped image makes the shape of your skull look so very right to the Predator.

JAGUAR SOFTWARE HELPLINE

0839 994460

Jaguar Software Helpline, Cuckoo Wharf Units 1-4 Lichfield Road, Aston, Birmingham B6 7SS

Please obtain permission to call from the person who pays the bill.

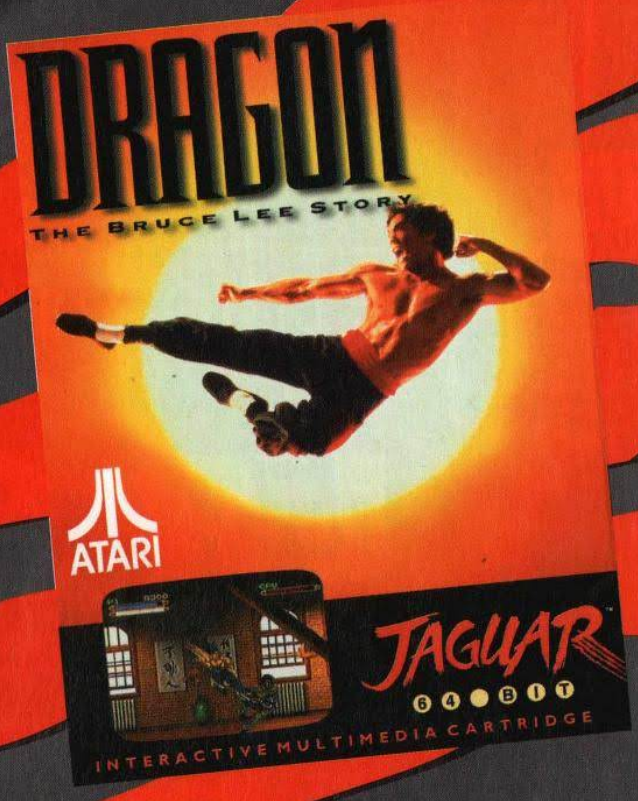
Calls cost 39p per minute cheap rate 49p per minute at all other time (maximum charge £3.20). Prices and games featured on this service correct at time of going to press. We reserve the right to change the games featured on the helpline without prior notice. Available in UK only.

JAGUAR™ 64-BIT DO+THE MATH

INTERACTIVE MULTIMEDIA SYSTEM

THE BIGGEST C
CHRISTMAS

GAMES THIS



JAGUAR™

64 BIT

Publisher adverts

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SYNDICATE™

SUPER NINTENDO™ ENTERTAINMENT SYSTEM

JAGUAR™ 64

In the dark and forbidding cities of tomorrow, crime Syndicates compete for global domination. As a Syndicate executive it's your mission to expand the Syndicate's empire, arming cyborg agents to the teeth and bringing chaos to the city streets.....

- Battle for global domination in 50 missions

- Storm through futuristic living cities, and spreading destruction

- Tool up your agents with Uzis and shotguns
- Research and develop better weapons

- Modify your Cyborgs with extra powerful limbs
- Stunning action-sensitive music

FROM BULLFROG PRODUCTIONS LTD.

ocean®

OCEAN SOFTWARE LIMITED
2 CASTLE STREET . CASTLEFIELD
MANCHESTER M3 4LZ
TEL: 061 832 6633 . FAX: 061 834 0650

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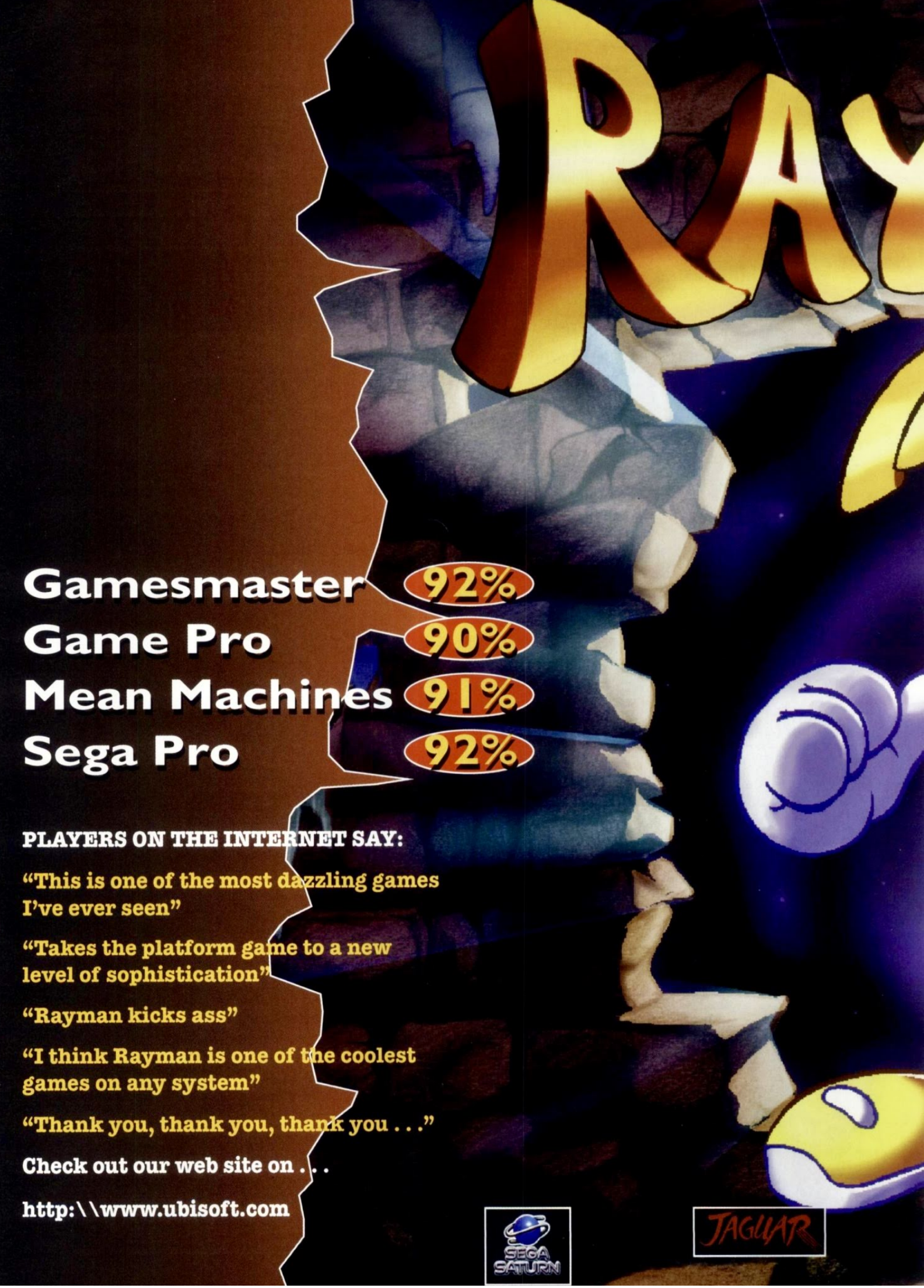
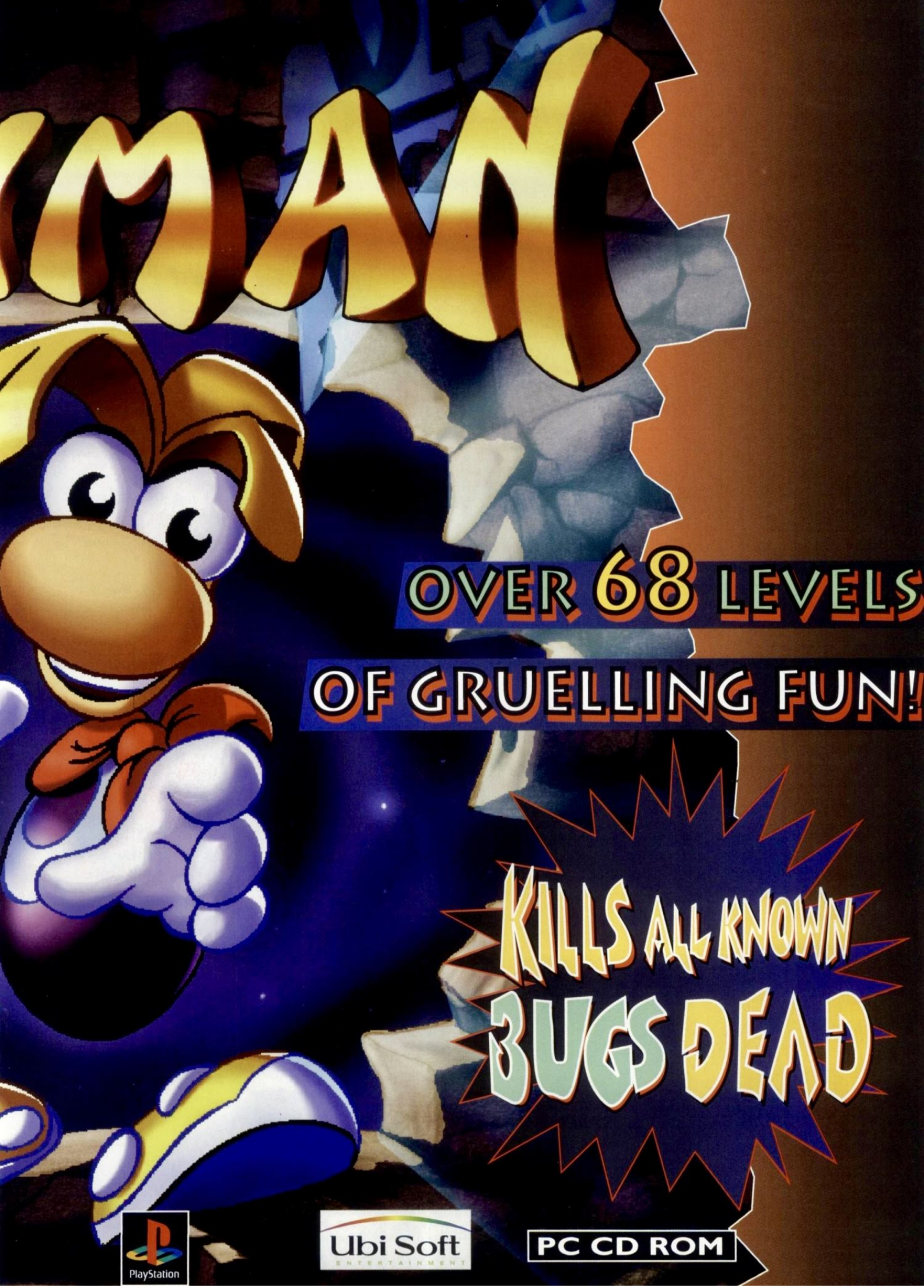

RAY
Gamesmaster 92%
Game Pro 90%
Mean Machines 91%
Sega Pro 92%
PLAYERS ON THE INTERNET SAY:
"This is one of the most dazzling games I've ever seen"
"Takes the platform game to a new level of sophistication"
"Rayman kicks ass"
"I think Rayman is one of the coolest games on any system"
"Thank you, thank you, thank you . . ."
Check out our web site on . . .
http:\\www.ubisoft.com
SEGA SATURN
JAGUAR


MAN
OVER 68 LEVELS
OF GRUELLING FUN!
KILLS ALL KNOWN
BUGS DEAD
PlayStation
Ubi Soft
ENTERTAINMENT
PC CD ROM

ocean

PC, PC CD-ROM, MAC, AMIGA, MEGA DRIVE, SNES, PLAYSTATION, SATURN, CD32, JAGUAR, GAMEBOY.

TEAM 17

WORMS they've turned

Ever felt like mercilessly blowing away your bank manager, tax collector, teacher, brother, sister, best friend, worst enemy or Jeremy Beadle?

Now you can, with Worms, the game of the year from Team 17 and Ocean.

It's totally pointless violence and totally addictive gameplay. Perfect.

What's it all about?

Well, rather like the morning after a really hot curry, the feeling is impossible to explain. You simply have to experience it.

So no matter what else you do today, get hold of a copy of Worms and blast away. Who knows, maybe you'll have the World's hardest worm.

© TEAM 17 1995

WORMS PLAYABLE PC DEMO - http://www.team17.com/

FLASHBACK

AVAILABLE ON

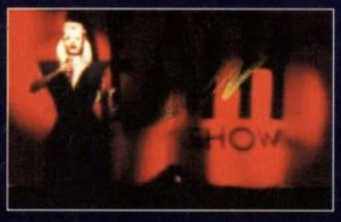
MEGA-CD

3DO

JAGUAR

PC CD-ROM

CD-i



Secret agent Conrad B. Hart discovers mankind has been infiltrated by super intelligent aliens intent on global domination. Dazed and confused, you wake on a jungle-ridden planet with no memory of your capture. You will need both initiative and razor-sharp reactions to survive the hostile environment and piece together your shattered memory.

FASCINATING CINEMATIC SEQUENCES AND SPINE TINGLING MUSIC. MAKE FLASHBACK THE ULTIMATE IN FUTURISTIC ACTION ADVENTURE.

IBM PC CD-ROM: 386 or higher. 4MB RAM. Single speed CD drive. VGA 1MB RAM. Supports: Roland™, SoundBlaster and SoundBlaster 100% compatibles.

U.S. GOLD

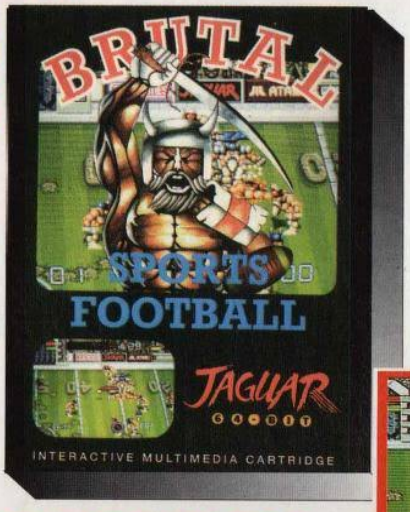
Screenshots are only intended to be illustrative of the gameplay and not the screen graphics which may vary considerably between different formats in quality and appearance and are subject to the computers specifications. Sega Mega-CD is a trademark of Sega Enterprises Ltd. Licensed by Sega Enterprises Ltd. for play on the Sega Mega-CD system. The 3DO logos and Interactive Multiplayer are trademarks of the 3DO company. All rights reserved. CD-i © Philips Interactive Media. All rights reserved. Creation and Development: Delphine Software International. © 1993 Delphine Software International. © 1993 U.S. Gold Ltd. All rights reserved. U.S. Gold is a registered trademark of U.S. Gold Ltd. Units 2/3 Holford Way, Holford, Birmingham B6 7AX. Tel: 0121 625 3366.

Delphine Software International

JAGUAR

ROARS IN WITH TELEGAMES

Brutal Sports Football is an all action, crunch 'em, no holds barred game of mutant football combat where heads will roll and injury time means just that. This product is for those gamers who are tired of the same old set of moves and rules. The new set of rules is simply – NO RULES. You just pick up the ball and run for your life, and hope you are not skewered (or worse) along the way. Get to the goaline – period – by any means possible, select from 11 different teams and five different control methods as you play Knock–Out, League or Unfriendly games.



A fast, flowing sports game that after a few goes becomes compulsive to play
Gamesmaster

A real rough and tumble game with lots of action
Gamesworld

Gamesmaster 83%

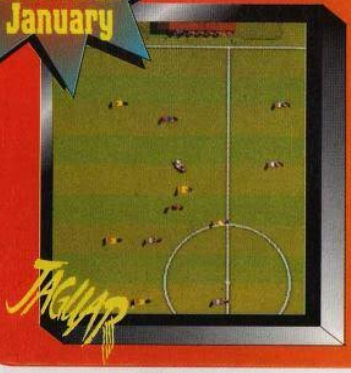
Merc Rating 92%

The intense action doesn't stop until the very end
Electronic Gaming

It's effortlessly playable and great fun to boot
Gamesmaster

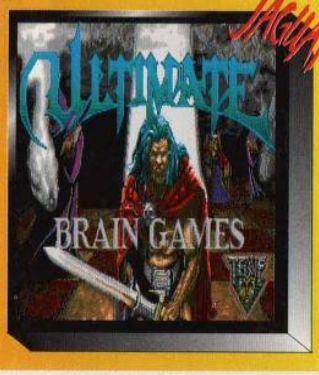
BRUTAL SPORTS FOOTBALL
ON SALE NOW
IT'S NOT FOOTBALL – IT'S NOT MORTAL
IT'S FAST ACTION
1 OR 2 PLAYER FUN

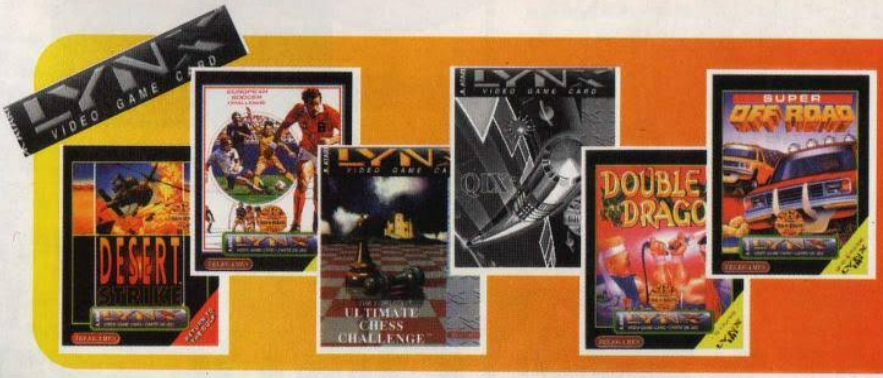
Coming December/ January



1 or 2 player international Sensible Soccer – Real soccer action with numerous different cup and league options – There's no other soccer game like it!

Ultimate Brain Games – with stunning versions of chess, backgammon and checkers with levels to suit all ages. Hours of fun with this mega packed game





'Bubble Trouble'

The game is centred around a scientist called Travis. You are Travis, arriving in a world built of bubbles. Travis is luckily rescued by a friendly denizen of this bubble world, one of the rare free floating air bubbles. This is able to help him in a variety of ways. He can use it to protect him from the hostile environment. The only hope of survival is to find the right radioactive deposits that will allow Travis to go home again.
Travis can wander around a level freely to search for the deposits that will send him home. There are 5 sections where radioactive deposits can be found. Travis must traverse each level, looking for all the deposits before he can afford to waste the energy to jump to the next section. When all the deposits have been collected, the level fades away as Travis teleports into the unknown.

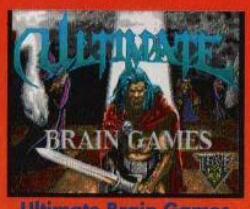
£34.99

Most of the above available from – 'Games Arena' at Rumblelows : Chips Computer Stores : Silica Shops : Microcentre : Raven Games : Intermediates : Bolton Computer Centre : Major Catalogues : All good game and computer stores.

TELEGAMES, WIGSTON, LEICESTER LE18 3TE ENGLAND
TELEPHONE (0116) 288 0445/ 281 3606. FAX (0116) 281 3437

Access VISA

PREVIEW PILE JAGUAR

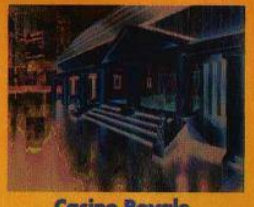


Ultimate Brain Games
Powerful multilevel chess, backgammon and checkers games (Jan 95)

Operation Starfish
Huge action-packed platform game (Jan 95)

Wild Cup Soccer
Who said soccer was complicated? (Feb 95)

World Class Cricket
1 or 2 player world class action (Feb 95)



Casino Royale
Loose your money at roulette, blackjack, poker. Spend hours playing bridge plus other games (Jan 95)

International Sensible Soccer
The first and one of the best soccer games for your Jag

COMING SPRING
VIRTUOSO – THE GAME
POWERSLIDE – THE DRIVE
COMING SUMMER
VIRTUOSO – THE CD
THUNDERSTALKER – THE ACTION

Retailer Adverts

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IT'S HERE! AND IT'S HOT

JAGUAR OFFICIAL UK PRODUCT

Look out! There are some stray cats coming into the country! Some USA Jaguars have been imported into the UK unofficially. This imported product has been manufactured for America and is not compatible with UK Jaguar equipment. Look out for the UK sticker above on the Jaguar products you buy. This will ensure it is official product and will work properly in the UK.

AWESOME SOFTWARE

There are almost 100 companies in partnership with Atari for Jaguar software, with over 50 cartridge titles in progress. The following are the current titles, with Atari's release dates. Return the coupon for a full list.

Crescent Galaxy - *NOW*	£39
Evolution - Dino Dudes - *NOW*	£39
Raiden - *NOW*	£39
Tempest 2000 - *NOW*	£49
Wolfenstein 3D - *AUG '94*	£49
Alien v Predator - *SEPT '94*	£54
Club Drive - *SEPT '94*	£49
Kasumi Ninja - *AUG '94*	£49
Redline Racing - *AUG '94*	£54
Brutal Sports Football - *AUG '94*	£54
Doom - *AUG '94*	TBC
Rise of the Robots - *SEPT '94*	£49
Tiny Toons Adventures - *OCT '94*	£49

ACCESSORIES

Jaguar Controller	£19.99
Composite Monitor Cable	£16.99
RF Switch Box inc Cable	£16.99
Scart Cable	£9.99

All Prices include VAT

THE WORLD'S FIRST 64-BIT CONSOLE

The 64-bit Jaguar is here to make other games consoles look prehistoric!

Atari, the inventors of video games, have developed another world exclusive - the FIRST EVER 64-bit games console. Why settle for less, when the Jaguar can deliver arcade quality sound and graphics in games which would be impossible to play on other consoles. Check out Jaguar's impressive specifications, then visit your nearest Silica store for a demonstration. Or, if you can't wait to get your hands on one, call our mail order hotline now. Stock permitting, we can make sure your Jaguar is delivered to you the day after we receive your order (UK mainland). And, delivery (Mon-Fri) is FREE!

CD-ROM add-on

To provide access to even bigger and better games, plus films and standard music CDs, Atari expects to deliver a CD add-on for Jaguar before Christmas '94.

- *5 Processors*
- *64-BIT DATA BUS*
- *2Mb 32-BIT RAM*
- *Spectacular 32-BIT Graphics including 3D Animation*
- *16.7 Million Colours*
- *CD Quality Stereo Sound*
- *17 Button Controller*
- *Plugs Straight into a TV*
- *Free Cybermorph Game*

On Cartridge - Worth £39 INC VAT

JAGUAR CONSOLE + CONTROLLER PLUS CYBERMORPH GAME

£229

INCLUDING VAT - JAG 1064

THE SILICA SERVICE

SILICA 1978 15 YEARS 1993 SERVICE TO YOU

Before you decide when to buy your Jaguar console, we suggest you think very carefully about WHERE you buy it. Consider what it will be like a few months after you have made your purchase, when you may require additional peripherals and accessories or help and advice. And, will the company you buy from contact you with details of new products? At Silica, we ensure that you will have nothing to worry about. With our unrivalled experience and expertise, we can meet our customers' requirements with an understanding which is second to none. Complete and return the coupon now for our latest FREE literature and begin to experience the "Silica Service".

- **FREE OVERNIGHT DELIVERY:** On all hardware orders shipped in the UK mainland (there is a small charge for Saturday delivery).
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Doom - JGS 2282	OCT '94	TBC
Rise of the Robots - JGS 6942	OCT '94	£49
Tiny Toon Adventures - JGS 7592	NOV '94	£49
Space Wars - JGS 7031	LATE '94	TBC
Battlemorph (CD)	LATE '94	TBC
Battlezone 2000 - JGS 1341	LATE '94	TBC
Blue Lightning (CD)	LATE '94	TBC
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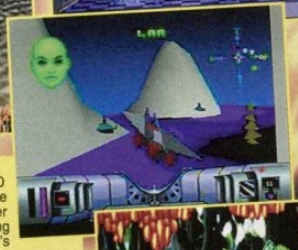

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Charles Barkley Basketball - JGS 1741	EARLY '95	TBC
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Highlander (CD)	EARLY '95	TBC
Iron Soldier - JGS 4011	DEC '94	TBC
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SOFTWARE UPDATE
AS OF MID-NOVEMBER '94

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Dragon - Bruce Lee Story - JGS 2272	NOW	£54
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Raiden - JGS 6722	NOW	£39
Tempest 2000 - JGS 7472	NOW	£49
Wolfenstein 3D - JGS 8932	NOW	£49
Brutal Sports Football - JGS 1532	NOV '94	£54
Chequered Flag - JGS 1761	6/12	£54
Iron Soldier - JGS 4011	14/12	£54
Bubsy the Bobcat - JGS 1581	22/12	£49
Kasumi Ninja - JGS 4502	31/12	£59
Air Car Wars - JGS 0871	DEC '94	TBC
Cannon Fodder - JGS1704	DEC '94	£39
Double Dragon - JGS 2181	DEC '94	TBC
Flashback - JGS 2971	DEC '94	TBC
Pinball Fantasies - JGS 5931	DEC '94	TBC
Rayman - JGS 6891	DEC '94	TBC
Sensible Soccer - JGS 7011	DEC '94	TBC
Syndicate - JGS 7301	DEC '94	TBC
Theme Park - JGS 7501	DEC '94	TBC
Tiny Toon Adventures - JGS 7592	DEC '94	£49
Zool 2 - JGS 93122	DEC '94	£54
Rise of the Robots - JGS 6942	FEB '95	£49
Creature Shock - JGS 1802	EARLY '95	£39
Demolition Man - JGS 2142	EARLY '95	£39
Hardball III - JGS 3841	EARLY '95	TBC
Highlander (CD) - JCD 3651	EARLY '95	TBC

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- **SAVE STATE OF PLAY**
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- **LINK UP WITH 'CATBOX'**
  The optional extra Catbox plugs into the back of your Jaguar, enabling you to connect a wide variety of add-ons simultaneously. Facilities include the ability to link up to 32 Jaguars together for multi-player games such as Doom and Club Drive.
- **CD-ROM FILMS & UNBELIEVABLE GAMES**
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  Watch spaceships whirl around your head, laser bolts slice past you, sounds of destruction fill your head as you become part of the game. Jaguar's virtual reality helmet is expected in 1995.
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SOFTWARE UPDATE
AS OF EARLY DECEMBER '94

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Doom - JGS 2282	NOW	£59
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Syndicate - JGS 7301	DEC '94	TBC
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Zool 2 - JGS 93122	DEC '94	£54
Pinball Fantasies - JGS 5931	JAN '95	TBC
Sensible Soccer - JGS 7011	JAN '95	TBC
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Battlezone 2000 - JGS 1341	EARLY '95	TBC
Battlemorph - JCD 1201	EARLY '95	TBC
Blue Lightning - JCD 1531	EARLY '95	TBC
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Legions of the Undead - JGS 4941	EARLY '95	TBC
Rage Rally - JGS 6521	EARLY '95	TBC
Space Wars - JGS 7031	EARLY '95	TBC
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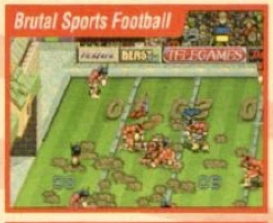

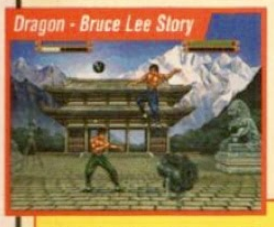

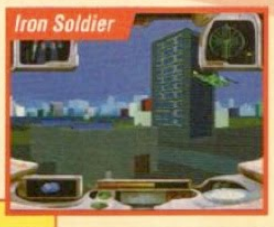

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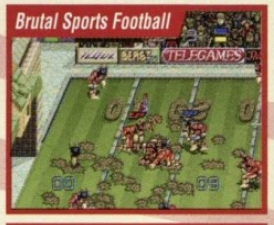
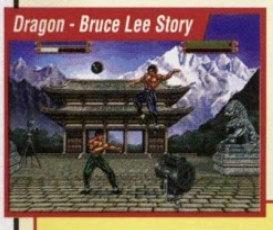

Brutal Sports Football

Checkered Flag

Doom - Special Edition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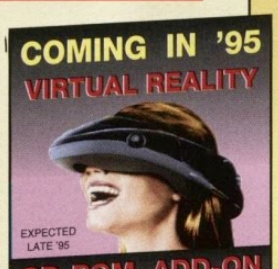

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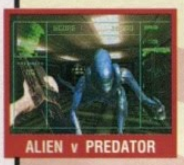
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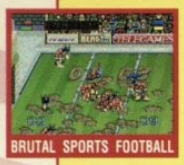
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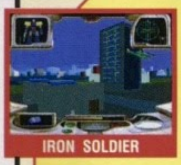
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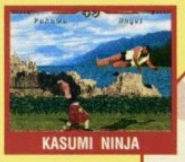
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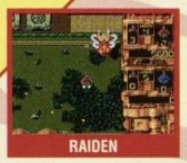
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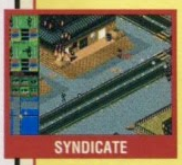
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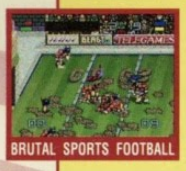
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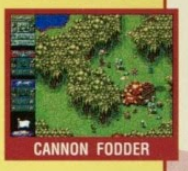
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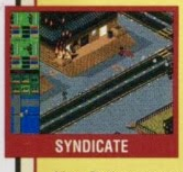
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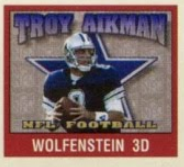

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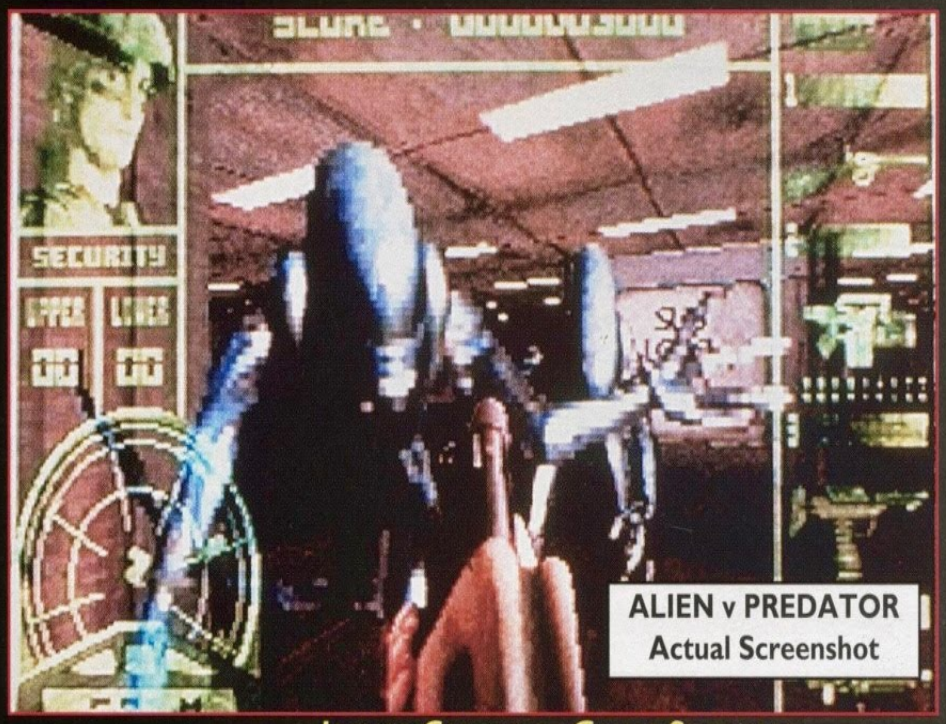

ALIEN v PREDATOR
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News / Articles

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New **64bit** Jaguar from **Atari**, **page 6**... **Nintendo** signs up for **Silicon Graphics** deal for new home graphics workstations, **page 11**... **Philips CD-i** first with Digital Video cartridge, **page 14**... News from the **JAMMA** arcade show, **page 16**... Full **ECTS** report, **page 20**...

The very latest **news** from across the entire world of videogaming

Atari springs Jaguar on unsuspecting world

The next round of the technology wars has started. Commodore's Amiga CD32 is already onsale, the 3DO has upped the stakes for speed and power and now Atari are going for broke with a 64bit, 16 million colour console...

Faster than a speeding... well, Jaguar, Atari introduced hardware prototypes of its upcoming super-console and showed in-progress software to a gathering of the press on August 18th at its Sunnyvale, California offices. The press conference that **Edge** attended was headed up by Atari president **Sam Tramiel** and formally threw the gauntlet back in the face of Trip Hawkins and his 3DO.

In fact, the Jaguar press kit started off by quoting Hawkins' own introduction of 3DO: 'You have to provide a performance level that puts the stake way out there... then people don't bother to challenge it.' Atari's press release went on to say that the Jaguar's specs – which include over 16 million colours and animation exceeding 850 million pixels per second, compared to 3DO's reported 64 million – 'puts the stake way out there.' And, no surprises here either, Atari are keen to 'establish Jaguar as the industry standard for interactive multimedia performance.'

Trip Hawkins of 3DO has his own opinion of this. 'Our competitors are just forming their alliances and making announcements. 3DO was at this stage more than two years ago. We're delighted that they're taking our launch so seriously, and they think our coat-tails are the ones that will provide the best ride.'

There were

announcements that caught many reporters' attention prior to Atari's press conference, and gave some credence to the Jaguar's chances in what many would call a clogged marketplace. On July 2nd, Atari claimed that it had signed a $500 million deal with IBM, in →

Can Atari really produce their 64bit Jaguar console for just $200 retail? And why have they stuck with cartridges?

Hawkins hawks 3DO

Making the opening speech at the annual Sigraph computer graphics show in Anaheim, California, ten days before the launch of the Jaguar, Trip Hawkins of 3DO sounded like he was already on the defensive. He pointed out that when radio was introduced to the US, in one year 35 per cent of furniture sold in the States was radios and that, if you translate the price from those days into modern terms, each radio cost the equivalent of $1,600.

All the same, his system with its $700 pricetag begins to look a little overpriced next to a Jaguar with CD-ROM at around $400...

Anatomy of a predator

So what's the Jaguar got inside it then? Read on...

- **64bit RISC-based processing architecture**
- **106 Megabytes per second 64bit data path**
- **27 million instructions per second (MIPS) Graphics Processor with 4Kbytes of zero wait-state internal SRAM**
- **Programmable processor/sprite engine**
- **27 MIPS Digital Signal Processor (DSP) with 8Kbytes of zero wait-state internal SRAM**
- **High-speed Blitter GFX chip with hardware support for Z-buffering and Gouraud shading**
- **Motorola MC68000 CPU running at 13.3 MHz**
- **32-bit graphics giving 16.7 million colours**
- **Enhanced JPEG-assisted ROM compression for up to 400Megabits of data per cartridge**
- **16 Megabits of fast page-mode DRAM**
- **Optional double-speed CD-ROM drive 350K/sec**
- **CinePak software video decompression**
- **Com/Lynx I/O for networked games**
- **Two (expandable to dozens) control ports, supporting digital and analog interfaces, as well as keyboards, lightguns and mice**
- **Joypad with three fire buttons and 12-key keypad for game-specific overlays**
- **High-speed serial port for modem, cable TV and network connections**

Sam Tramiel, President of Atari Corporation, at the US press launch of the Jaguar, which was held at Atari's spacious Sunnyvale, California headquarters (right)

← which IBM would manufacture the Jaguar in its Charlotte, North Carolina, plant, taking some weight off Atari for producing and maintaining quality of the product.

Another statement in early July found Atari and the world's largest media and entertainment company, Time Warner, joining forces to offer Time Warner's extensive video library to Atari and thirdparty developers for use in Jaguar products. It's interesting to note that Time Warner is also one of the strategic partners in 3DO, offering the latter firm similar access to its properties.

'We've been waiting for our 'Betamax' to emerge, and now perhaps it is,' Hawkins added, referring to the technically superior video recorder system that somehow failed to become the established standard. 'But 3DO has what it takes to be the VHS of the interactive market.'

'The imagery just has to be seen to be believed. But wait until you see how you can interact with these images'

Sam Tramiel
President, Atari Corp.

Jaguar will be introduced to limited areas – San Francisco and New York – beginning in October at a price of $200, with rollout to the rest of the US starting in January 1994. Expectations are for the system to be available nationwide by the second quarter of 1994.

A double-speed CD-ROM drive, which looks distressingly like a toilet when on top of the Jaguar, will also be priced at about $200 and introduced in early 1994. It has a capacity of roughly 700Mb and also plays audio and karaoke CDs, CD+G discs and Kodak Photo CDs. Adding an optional MPEG 2 (Motion Picture Expert Group) cartridge will permit viewing of full-length movies played from CD. So far, so good.

But if any aspect of the hardware did seem badly designed on examination at the launch, it was Jaguar's control pad. Having a 12-key keypad is a great idea, certainly, but limiting the use of the joypad itself to three main buttons is ludicrous. What about games like *Street Fighter II* that use six buttons? Or *Smash TV*-style directional fire as on the SNES? Even 3DO has two SNES-style top buttons.

This niggle aside, the spec sheet is impressive: twice as powerful as 3DO, →

What is it?

Designed by a Cambridge-based trio called Flare Technology back in 1989, and co-designed by a well known joystick firm, this console incorporated RISC-based technology and a 3.5in disk drive and was due to cost around £200...

Chips down in chemical factory explosion

On the 6th August the Sumitomo Chemicals plant in Tokyo, Japan, exploded. Which wouldn't matter, except that it supplies 60 percent of the epoxy resin used in RAM chips worldwide: Hitachi and Toshiba are expected to run out by October if a fresh supply isn't traced. And the world price for DRAM is now higher than ever. Something that many thought would affect 3DO's and Jaguar's launch prices.

Continued next page

So, you've got your Jaguar. And what do you get to play on it? *Humans*. Not a good start

But then, it's not a bad little game really. And it'll certainly be fast. Blimey, can't wait

Now, we'd hate to suggest *Kasumi Ninja* reminds us of anything. But it does

Bob Brodie, Atari's Director of Communications (left), and Juli Wade of Atari (right) holding the fashionably toilet-like CD-ROM drive on top of a Jaguar console

it is...

The Konix console... from Wales.
Touted as the UK's answer to the emerging presence of the Japanese consoles, this powerful (at the time) but flawed concept machine failed to appear, leaving Konix with big debts.

3DO Japan helps developers

The Japanese wing of the console-creating US firm is offering software developers a free library of 200 CD-ROM discs full of software tools and audio-visual data.
The idea is to speed up the development process and lower the cost, so that more developers are willing to get involved, as well as to ensure that programming guidelines are followed, thus ensuring quality.
3DO Japan also have an online support network and a fax-based information service.

Continued

← according to Atari.

As **Edge** one reported, Atari used its Cambridge facility to design the chips that power the system. Two custom chips, Tom and Jerry (Atari always had a flair for naming chips) contain four of the five processors in the Jaguar; a 68000 is also on board for varied purposes. **John Skrutch**, Atari's director of software development in the States, told **Edge** that you could take one of the Jaguar's processors, say the sound processor, and turn it loose for another task, such as graphics calculations.

The power of the of the Jaguar in creating software is immediately apparent. Atari claims the system is built for special effects such as morphing, warping, texture mapping, transparency and multiple lighting sources. The same kind of effects that 3DO is claiming their system can do, in fact.

'We're delighted that they think our coat tails are the ones that will provide the best ride'

Trip Hawkins, President, 3DO Company

However, it has to be said, much of the software on display at the launch looked pretty dodgy in the early stages. Here's the opening slate of software releases that Atari has in the works:

Trevor McFur in Crescent Galaxy – A 'shooter' with an original title, this one features simultaneous twoplayer action with some impressive 3D rendered (but tacky-looking) parallax scrolling graphics. There are nine levels featuring five different worlds and there's definitely some evidence of lots of colours in there. Unlike...

Raiden – Yes, it's that old vertically scrolling coin-op that's appeared on the Super NES (an appalling conversion), Mega Drive (pretty good), the PC Engine (even better) and on the PC Engine Super CD ROM^2 (virtually coin-op perfect). So why are they bothering to port it to the Jaguar? The words straws and clutching immediately spring to mind.

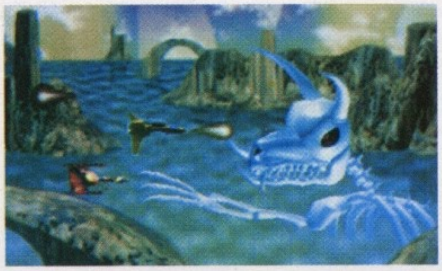
Cybermorph – In a rather similar vein to *Starfox*, you have to fly over the terrain and blast anything that comes into your path. However, John Skrutch told **Edge** the difference between the two games is that *Cybermorph* takes the plane 'off the rails,' allowing the pilot to fly anywhere, rendering →

VideoCD standard set

Electronics megacorps Matsushita (Panasonic), Philips, Sony and JVC have agreed on a standard VideoCD logo which will appear on all products that use the new digital video system. This is the same idea as the CD logo we all became familiar with on hifi CDs and is meant to reassure customers that they are buying a standard product that will work on their machines.

The standard has only been known up to now as MPEG 1 full-motion video (FMV), and is set to appear in 3DO, Commodore's Amiga CD^{32}, Philips' CD-i (see page 14) and Atari's Jaguar (see page 6). All these machines will probably carry the VideoCD logo eventually, though for most of them VideoCD will come as a £200 addon to the standard system.

Videos on CD have obvious appeal, but the technical problem is that when you try to put 50 frames of video data on screen every second, the CD-ROM drives cannot shift data quickly enough. The MPEG 1 standard is a set of chips which compress the data on the CD and decompress it for the TV to display. Its use means that 74 minutes of video with stereo sound can fit on a normal 12cm (5-inch) CD.



Now this looks more like it, doesn't it? *Crescent Galaxy* – an attractive shoot 'em up

***Raiden* – apparently, the Jaguar version will be the closest conversion yet seen...**

Why then, is there a big brown ST-style panel on the right side of the screen? How strange

***Crescent Galaxy*, one of the better-looking Jaguar games from this initial batch, features side-on scrolling rendered parallax graphics**

3DO online for October

Already, 317 developers have signed up to create software for 3DO, though only a handful is likely to be actually onsale on the projected launch date.

'We expect at least eight titles to be available in October,' says Panasonic's Richard Lovisolo, 'with many more becoming available throughout the remainder of the year.'

One title that will definitely be finished, however, is Crystal Dynamics' *Crash and Burn*, (see Edge One) which will be bundled with the Panasonic REAL 3DO machine when it goes onsale. 'The first Panasonic multiplayers will be delivered to dealers in late September and will be available to consumers on October 4th', Lovisolo promises.

← the landscape on the fly. The 3D update is exceptionally smooth in this title.

Club Drive – A driving game based around a 21st Century theme park where all the cars are indestructible and the terrain is uncompromisingly rough. Different levels are represented by detailed 3D polygon environments such as a futuristic city, a Wild West town and even a scaled-down toy car world where you race around your living room dodging furniture.

Checkered Flag II – A Formula One racing game also using 3D polygons. This promises lots of speed, and all of the cars, buildings and roads are rendered in true 3D with lots of options, such as to customise your car.

Tiny Toon Adventures – Nothing to do with the Konami game on the SNES and Mega Drive (and nowhere near as pretty either), this features some side-on platform action.

Aliens vs Predator – Bringing together two of 20th Century Fox's movie bad guys, this game's graphics were demonstrated as evidence of the Jaguar's power. The player navigates through texture-mapped, scaling hallways in smooth 3D perspective.

Kasumi Ninja – Well, they had to have an *SFII* clone in here somewhere, and in a description that smacks of exactly that, Atari claims that warriors can pick from '91 different martial arts movements'.

On release this month

22 Mega Drive games reviewed in: MEGA

Highest rated: **Street Fighter II** 92%
Lowest rated: **Bart's Nightmare** 35%

24 PC games reviewed in: PC FORMAT

Highest rated: **NHL Hockey** 80%
Lowest rated: **Pinball for Windows** 39%

20 SNES games reviewed in: INDEPENDENT SUPER NINTENDO MAGAZINE SUPER PLAY

Highest rated: **Jurassic Park** 89%
Lowest rated: **Arcus Odyssey** 52%

32 Amiga games reviewed in: AMIGA POWER

Highest rated: **Micro Machines** 88%
Lowest rated: **Napoleonics** 22%

Tempest 2000 – Need we say any more? In a recreation of the wire frame arcade game from a zillion years back, the Jaguar version is identical. That is, apart from a starfield background and another 50 levels.

Evolution Dino Dudes – Things are getting desperate. This one is actually Mirage's *Humans* retitled and revamped. At this stage there seems little evidence of all those extra colours, despite Atari claims of 'vivid colours and creative use of animation facilities.'

Though Atari

announced a lot of interest from third party developers, it held off comment until the middle of September on exactly what licences it had signed. It's natural for there to be interest in the Jaguar from software developers because of its low cost. No doubt, with the amount of →

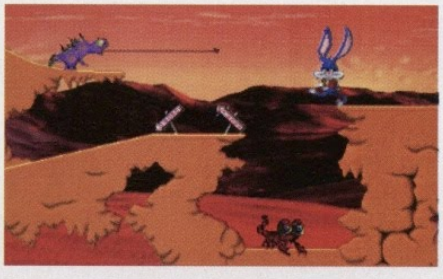
BUZZ words

Multimedia

'It's like amazing what **multimedia** will mean it's like a new form of videogame and music and cinema all rolled into one it's like going to a movie with your walkman on and shouting all the way through the film yeah it'll all be on CD you just bung it in the drive and interact with it yeah totally crucial...'

Continued next page

Hey, more sexy *Raiden* shots. How does the Jaguar handle all those shades of brown?



***Tiny Toon Adventures* has a few more colours though. Things are improving. A bit.**

You never know, this might as good as the Konami games. But then again, it might not

head to head

'We believe that we have taken a more substantial jump than 3DO has in bringing a better and more affordable entertainment experience to the consumer market'

Sam Tramiel, President, Atari Corporation

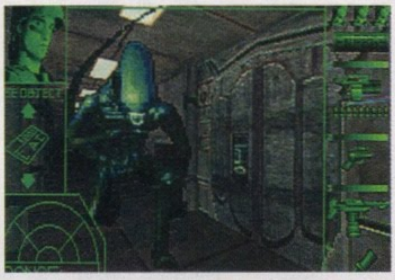
'Our competitors are just forming their alliances and making announcements. 3DO was at that stage more than two years ago. We're delighted they are taking our launch so seriously'

Trip Hawkins, President and CEO, The 3DO Company

Talk back

'I would be hard pressed to name a single decent CD game. I wouldn't say the first batch of CD games have been disappointing. I'd say they've been shite.' **Peter Molyneux, MD of Bullfrog, speaking frankly about CD-ROM gaming. (Full Edge report on page 48).**

'The multimedia interactive consumer is going to want lots of interactivity. Lots of digitised Stallone and Schwarzenegger. He might buy a £9.99 Playboy disc as a bit of light relief, but that's all' **Tim Chaney, MD of Virgin Games, on the future of CD porn (full feature, page 62).**



One of the better Jaguar games – *Aliens Vs Predator* – with smooth 3D graphics

← time it will take to create the new generation of games for 3DO, CD-i and the PC, the Jaguar will provide another platform for spreading out development costs.

Additionally, the Jaguar development system is very inexpensive: about $9,000 compared with the 3DO's $30,000. The development system consists of an Atari TT personal computer with custom tools, but Atari has dropped its long-time 'Atari-only' policy, so there's a PC-based development station available as well, and there is a lot of development using Mac-based tools.

Atari plans to introduce Jaguar into the UK next spring. Could the cynics be right in saying it will follow Lynx and Falcon on the endangered species list? Stay with **Edge** for more news...

Cyberpeople gather in London

The Cyberseed event taking place in London on October 8th and 9th is set to be a pretty strange affair. It's basically a festival of fun for all things cyberpunk based around audiovisual experiences, and will include state-of-the-art virtual reality systems, computer graphics, film special effects, electronic gaming systems, comics, robots, cyber-fashion, street art and computer art, and all kinds of other things. All in all, multimedia gone mad with lots of great music and visuals, plus loads of people wearing silly clothes. Get yourself down to to Bagley's Studio, York Way, King's Cross, London N1 on the dates above to take part.

Attract mode

This is a regular spot for Edge to show off the best ingame intros around. The brilliant LucasArts PC game, *Day Of The Tentacle*, is a weird and wacky RPG adventure, laden with surreal humour, and with more than a touch of the American B-movie. The intro introduces the hero, Bernard (nickname: B-Man), and his mission – to save the world from the evil Purple Tentacle...

1 (Scene 1) An idyllic country scene in small-town America. Here a bird slowly flies across the screen and grins at the player. The graphics are big, chunky and styled to give a Hanna Barbera/Flintstones, cartoony feel to the action

2 (Scene 2) The cartoon bird suddenly chokes and falls from the sky as we approach the poisonous stream outside the Edison's Motel. Now the two tentacles arrive, squelchily. Purple Tentacle moves up to the river to take a drink of the foul water...

3 (Scene 3) Purple Tentacle drinks the toxic water. 'It makes me feel more powerful, more aggressive...' he boasts, but starts convulsing strangely. When he revives he has sprouted small stumpy arms. 'I feel I could take on the world...', he declares

Jaguar gets set to pounce

JAGUAR

The Jaguar story rolls on with Atari announcing its first batch of licencees. There are still some 'major licencees' to be announced – including heavyweights like Virgin, Gremlin, Accolade and Acclaim. But more news on this next issue...

Atari UK are also in favour of having a shipout of 5,000 Jaguar machines before Christmas in the UK. The decision whether this will actually happen or not rests with Atari's US headquarters. The American launch of Jaguar will happen in early November in New York.

The hardware

Edge was invited down to Atari's HQ in Slough for a preview of the new 64bit Jaguar. The machine itself is a nice looking piece of kit – slightly overdesigned perhaps, but well made and solid. The case is a slick matt-black affair with heavily embossed red Jaguar logo – no mere cheap paint job, this.

Sadly, the same cannot be said about the joypad, which feels cheap and very tacky. The suspiciously lightweight shiny black unit isn't terribly comfortable to hold – not surprising, considering the 12-button pad in tow – and both control pad and fire buttons were spongy and unresponsive.

The software

At the heart of any new system is its software. The 3DO Multiplayer rolled out with the excellent *Crash 'n Burn* (but little else) – so what can eager would-be Jaguar owners expect to be playing?

Cybermorph

This game is a cross between *Virus* and *Starfox* and while it sounds the most promising of all the Jaguar's games on paper, it could be a major disappointment. The 3D vector graphic landscape is projected only into the middle distance, as if you are flying over a tabletop which is continually being contoured. And you have react very quickly, as enemy ships and buildings appear suddenly rather than gliding into view.

But *Cybermorph* does go some way to showing what the Jaguar can do. It shifts a *load* of lightsourced polygons realtime.

Aliens Vs Predator

Possibly the most visually impressive of the group, *Aliens Vs Predator* is a slick firstperson perspective shoot 'em up set inside a colonial complex – just like Aliens, in fact. Here, the player gets to race around shooting aliens, predators or even your own colonial marines if you feel so disposed.

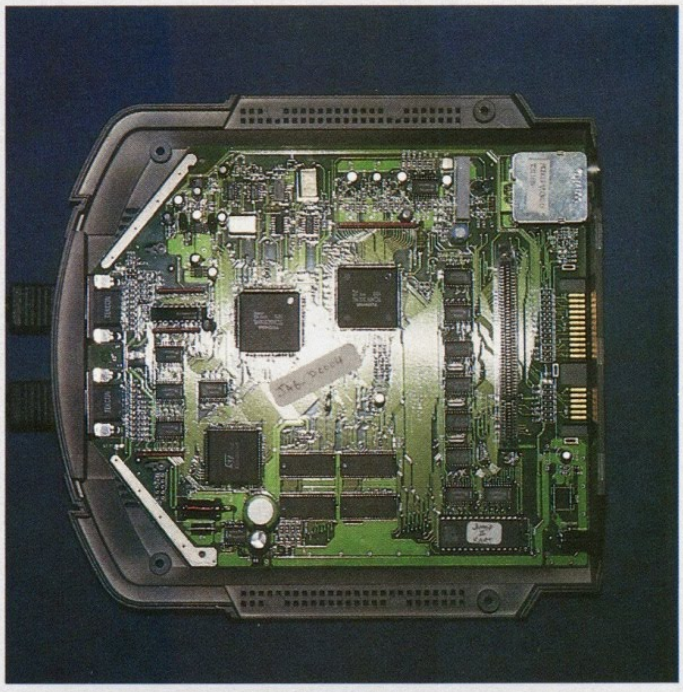
The scrolling 3D hallways and corridors are smooth and detailed using texture mapping. But it's no more than owners of a 486DX would expect. The saving grace is the fully animated, scaled and depth-cued baddies: when they're in place and moving well, it could be a whole new ballgame.

Tempest 2000

This early version of *Tempest 2000* is a direct conversion of the original coin-op, although the programmer, Jeff Minter, intends having two versions on the cart, one with filled polygons. Playability-wise, this is best of the bunch, although it too was slightly marred by a piercing death-scream that went on far too long. At least it really makes you dread losing a life.

Checkered Flag II

In great Atari tradition, one of the first Jaguar games is a road racer based on their classic coin-op. *Checkered Flag II* is →



The belly of the beast. The two black squares in the middle are Tom and Jerry – a 64bit graphics and 32bit sound processor, respectively

Among the Jaguar's opening salvo of games are *Checkered Flag II* (top) a fast, polygon-based F1 simulator. And *Cybermorph* (bottom), a fast polygon-based combat simulator. If nothing else, at least it proves that the Jaguar sure can handle those polygons...

it is...

David Braben, the man behind *Elite*, *Zarch (Virus)*, and now *Elite II*. *Elite* sold 750,000 copies on all formats, making it one of the biggest selling games of all time. Edge gives his new creation, the sequel to *Elite*, the Prescreen treatment on page 26

Continued

EA back on the Nintendo cart trail

Following the report in Edge two about EA's decision to drop the SNES, Nintendo have stepped in with a new cartridge pricing policy.

To ease the burden on thirdparty licencees, Nintendo will now allow publishers to purchase base cartridges in dollars rather than yen. This will result in considerable savings for licencees, better profit margins and, hopefully, lower RRPs in time for Christmas sales.

Before the announcement, thirdparty SNES titles were suffering from inflated prices, giving Mega Drive titles an advantage of up to £10, also forcing high megabit titles into the stratospheric £60 region.

In response to the move, Electronic Arts has said that it is ready to start thinking about releasing Nintendo products again. But the first units won't appear until early next year.

First Jaguar developers announced

So, here's that list of software developers working on games for the Jaguar. Not quite as many as Trip Hawkin's 350 'devoted' thirdparty developers, but maybe some of these Jaguar licencees will use their developer's machines as more than just paperweights, eh?

Anco Software
Beyond Games
Dimension Technologies
Eurosoft
High Voltage Software
Krisalis Software
Loriciel SA
Maxis Software
Microids
Midnight Software
Ocean Software
Rebellion Software
Retour 2048
Silmarils
Telegames
Tiertex
Titus
Tradewest
Trimark Interactive
US Gold

← something of a quantum leap over its inspiration, though. The graphics are made entirely of polygons, *Virtua Racing*-style.

Again, this was a very early demo, and so while it's unfair to pass any major judgement, it did look basic – not up to the best PC racers – and the car was decidedly uncontrollable.

Of course, just how much gamers actually *need* another Formula One simulator is another matter altogether...

Trevor McFurr In Crescent Galaxy

And finally we come to Trev and his space shoot 'em up. Now much as we realise that it's early days, and programmers need time to get to grips with the Jaguar's 64bit architecture etc, this has to be the most dismal piece of software **Edge** has seen for a long time.

At best, it's a colourful horizontally scrolling shooter, with cleverly animated bosses. At worst, it is an ill-conceived, poorly designed, badly implemented and utterly random blaster with almost no redeeming features.

The scenery is moderately pretty at times; although believable – if indeed any – parallax seems beyond the capabilities of 64bit processing. Enemies attack, not so much in waves, as in random clusters. And the only thing that seems to connect the game together is that the stars of the show are humanoid animals – hence the Trev of the title – whose photorealistic images are made up of army officers' bodies with animals' heads 'glued' on. Laugh? We nearly started... If there is only one cart available when Jaguar launches, and this is it, please don't buy it.

So, all in all, something of a mixed bag. All still have plenty of work to be done on them (one actually needs restarting from scratch) and hopes for the machine remain high. **E**

i wish...

David Jones

'... that the software industry decided on one single powerful platform that could become the standard for videogames. If this happened it would allow developers to concentrate more on game design – without constantly having to hold back their ideas to fit the game onto all the different platforms.

'Just imagine, if we could devote all our resources onto producing one game per year, that game would be of outstanding quality, with an enormous richness of gameplay. Basically, we have far too many platforms in the market, with too many low quality games at high prices. A single hardware market would give gamesplayers higher quality games at a lower cost.

'Of course, the hardware would have to be upward compatible, to ensure that exciting new features could be added to the machine every year or so, but still allowing all older games to play.

'One day...'

David Jones is a top programmer at DMA Design in Dundee. He has designed and programmed some cult-status videogames, including *Lemmings*, *Lemmings 2* and *Walker*... DMA were also responsible for *Blood Money* on the ST and Amiga.

Bad press

The media continues to fall over itself in its concern over videogaming. Epilepsy? Antisocial behaviour? That's the least of it...

Er, 'sorry, Sega'

A fine example of newspaper journalism entirely freed from the fetters of research and validity appeared in the holier than thou Independent on Sunday in early September. 'Sega games cause eye damage', it boldly proclaimed, referring to Sega's Virtual Reality project. Well, it is possible that VR headsets can damage eyesight, but the fact that Sega's VR games are still in research – none are yet on the market, rather scuppered the IoS' article.

Sega's lawyers got on the case and allegedly gave the Indie hacks a real kicking. An apology appeared in the Independent on Sunday on October 3rd. 'We apologise for the embarrassment caused (whose?)', it proclaimed – not quite so boldly this time.

source: Independent on Sunday, 5/9/93, 3/10/93

And 'Thanks, Dad'...

Under the heading 'Boffins have got it wrong – Dad zaps videogame findings' we learn about the father of Mike Kenneally, who claims that researchers into epilepsy 'have got it wrong'. His claims are based on the fact that his son wasn't tired, but had a fit after playing 'that Super Mario TV game'.

'Dozens of similar cases' came to light nationwide 'after the South Wales Echo revealed the link between computer games and epilepsy' in January, the paper claims.

source: South Wales Echo, 24/9/93

Books are 'boring' – shock

'Square eyed youngsters in the North are shunning their books in favour of... playing computer games', complains the Shields Gazette. 'Nearly half of all the children questioned... said they found books boring', the article continues. The question was asked as part of a survey carried out by food giant Bird's Eye. And we can reveal exclusively that nearly half of the staff on **Edge** sometimes eat fish fingers, or other types of fish. Must be all that gaming, eh?.

source: Shields Gazette, 31/8/93

Mortal Kombat – art?

Late night arts chat show, The Late Show, got slightly out its depth when it invited celebrated gore novelist Will Self to review the 'virtual reality game' *Mortal Kombat*. And Will's reaction? Just a laconic thumbs down for Acclaim's VR masterpiece.

source: The Late Show, 27/9/93

Jaguar launch delayed

Atari recently celebrated the (impending) launch of the Jaguar in New York. Edge was there and lived to tell the tale

Sam (left) and Jack Tramiel pose among the greenery and girls while Skylar from *Cybermorph* (see p58) clutches on tightly to an empty Jaguar box...

To celebrate the launch of their new machine – and to persuade magazines that the Jaguar is actually worth talking about – Atari held a launch party in New York at the beginning of November, and flew a group of 11 European journalists over there. **Edge**, obviously, was invited to attend.

The launch itself was a good do: lots of freely flowing wine, girls attired in velvet catsuits crawling around the floor pawing at attendee's legs, and a speech from Atari President, **Sam Tramiel**. Sam assured the assembled crowds that Atari are going to back the machine by overcoming their usual aversion to marketing and actually advertising the thing.

All were all suitably impressed despite not being able to see any of the promised dignitaries (like the mayor of New York) and the fact that the games expected to be ready by the release date had diminished from five to four – *Crescent Galaxy*, *Raiden*, *Evolution Dino Dudes* and *Cybermorph*, which comes bundled with the machine.

Edge played on the display Jaguars and then tried to persuade Atari to sell us one of the boxed machines. We were there, cash in hand, ready to pay. But was there a Jaguar to be had? Was there hell. New York and San Francisco would have to wait just a while longer for their shipment...

However, all is not bad news for Atari. Three more top licencees have added their backing to the project: Gremlin Graphics, Microprose and 21st Century Entertainment.

Gremlin already have *Zool 2* in production for Jaguar with other games under consideration; Microprose will be using the polygon capabilities of the machine to convert some of their simulation software; and 21st Century will no doubt do a 64bit, 16.7 million colour pinball game.

More delays notwithstanding, some 10,000 units will be available in the UK from November 22, onsale at HMV, Virgin and Harrods. Start queueing...

On release this month

14 Mega Drive games reviewed in: MEGA

Highest rated: **Toejam & Earl 2** 92%
Lowest rated: **Dashin' Desperadoes** 45%

27 PC games reviewed in: PC FORMAT

Highest rated: **Shadowcaster** 87%
Lowest rated: **Top Gun Danger Zone** 37%

18 SNES games reviewed in: INDEPENDENT SUPER NINTENDO MAGAZINE SUPER PLAY

Highest rated: **Super Bomberman** 92%
Lowest rated: **Dr Franken** 55%

22 Amiga games reviewed in: AMIGA POWER

Highest rated: **Cannon Fodder** 94%
Lowest rated: **Prime Mover** 22%

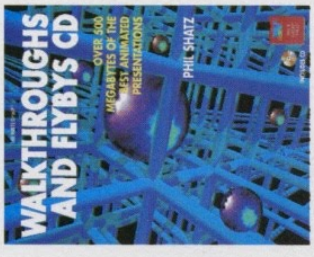
Neo Geo CD ROM for '94

SNK is finally committing itself to launching CD-ROM hardware for its Neo-Geo arcade and home platform. It's expected that the system, which includes 7Mb of DRAM – the largest memory of any home CD system – will be launched worldwide in June 1994, starting in the arcades. A price for the hardware hasn't yet been set, but president, Eikichi Kawasaki, suggested that software pricing would undercut current console software prices in Japan. 180 meg games will apparently cost between ¥7,000-8,000 (£40-50). More news soon...

BUZZ words

Full-Motion Video
cor **FMV** is amazing because it's like watching telly right but with **FMV** the scenery's all computer generated like in the smarties' ad and the game is like laid over the top so the **FMV** background is great but it's got cack sprites and it's not really interactive come to think of it **FMV** is like dragon's lair and who wants to play that when you can be watching telly instead...

Continued next page

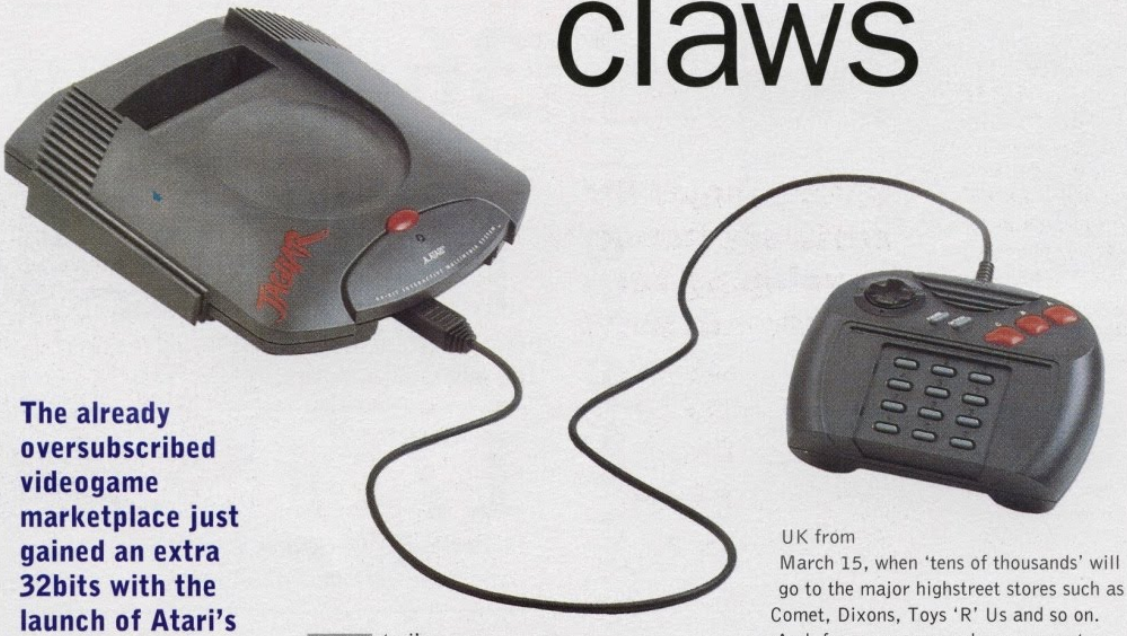


Essential reading

Walkthroughs & Flybys is a fascinating collection of high-end graphics demos on PC CD-ROM. 540Mb of pure rendered graphic loveliness, to be precise. It all comes with a handbook written by US graphic artist **Phil Shatz**, and includes more than a few creations from Autodesk's workhorse graphics package, *3D Studio*.

Other demos include SoundBlaster samples, and pieces from Domark's Virtual Reality Toolkit. One slight warning – some of the demos are very disk-hungry, and unless you've got SVGA graphics, you'll miss most of the best stuff. This aside, if you love modern high-tech graphics, this collection is a must. Contact: Computer Manuals, tel: (021) 706 6000

Jaguar bares its claws



Photograph: Stewart Whale

The already oversubscribed videogame marketplace just gained an extra 32bits with the launch of Atari's Jaguar. Edge examines the machine and its future...

Atari's 64bit machine finally hits the shelves, with 40,000 units shipped into America, retailing at $250, and 4,000 units into UK stores, pre-Christmas, retailing at £200. Initial response has been excellent: FAO Schwarz in New York took delivery of 72 Jaguars – and sold them all in two hours (although admittedly most were advance orders).

Atari maintain that the reason for the early but limited shipout is to satisfy the immediate demand from the 'early adopters' and videogame cognoscenti, generate word-of-mouth about the machine and, in with the UK batch, to combat grey importers.

The first delivery of Jaguars should be available in the London area from Virgin Megastores, HMV and Harrods. A full roll-out of PAL machines commences in the UK from March 15, when 'tens of thousands' will go to the major highstreet stores such as Comet, Dixons, Toys 'R' Us and so on.

And, for once, gamers have reason to buy the PAL machine, as two versions have been developed – one to work on 525-line NTSC TVs and one to work on the 625-line PAL system used in the UK. The PAL version – unlike the bodged machines offered by Sega and Nintendo – offers a fullscreen display and no discernible difference in operating speed.

The unit comes boxed with a copy of *Cybermorph* (Testscreen, **Edge** four), one joypad, a power lead and an RF lead for connecting to a TV. Atari will also be selling S-VHS and composite video leads that plug into the AV socket on the back, allowing the Jaguar to be plugged into compatible TVs for a sharper picture. Both leads have R and L stereo outputs for connection to stereo TVs or to external amplifiers.

So far there are just three games on →

Continued

Stop using Lynx as a weapon...

According to sources in the US, Atari's distribution policy leaves something to be desired.

Apparently, tactless sales reps have been giving videogame stores an ultimatum: 'Unless you continue to stock the Lynx and software, you can't have the Jaguar', they've been saying.

'Well, in that case, you can take your Lynx *and* your Jaguar, and shove it where the sun don't shine', has been the typical response.

The Lynx is a dead system in the US and, sensibly enough, most stores would rather devote the shelf space to other systems.

Looks like you'll have to sell Jaguar on its own merits, guys.

Attract mode

This is Edge's regular spot where the best intros and attract modes are brought to your attention. This month, the stars of the small screen are Sam and Max – the eponymous freelance policemen of LucasArts' arcade adventure. These wacky funsters get a proper Testscreening on page 58, but meanwhile sit back and enjoy the opening shots from this animation tour-de-force...

1 Close-up on mad scientist, in typical mad scientist attire. In a heart-rending scene he explains how unhappy he is that his girlfriend thinks they should just be 'friends' – after only three dates. 'You never gave me a chance!' he cries.

2 Cut to wide angle. Having been given the big 'E', our poor mad scientist has only course of action left open to him: fry the ungrateful hussy like a 'pork sausage'. The victim, bound to a chair, is dimly oblivious of her impending doom.

3 Suddenly there's a resounding crash and a billowing cloud of dust. Enter Sam and Max – freelance police. The astute self-employed detectives quickly ascertain that this is a 'vulnerable hostage' situation, and respond in the regulation fashion.

Complete Atari Jaguar thirdparty release schedule

Publisher	Title	Release
Accolade	Hardball III	TBA
Accolade	Brett Hull Hockey	TBA
Accolade	Charles Barkley Basketball	TBA
Accolade	Jack Nicklaus Challenge	TBA
Accolade	Bubsy The Bobcat	TBA
Activision	Return To Zork	TBA
All Systems Go	Jukebox	April 94
Anco	World Cup Kick Off	April 94
Beyond Games	Battle Wheels	April 94
Beyond Games	Mechtiles	May 94
Broderbund	TBA	TBA
Domark	TBA	TBA
DTMC	TBA	TBA
Elite	Power Slide (working title)	Oct 94
Gremlin	Zool 2	Oct 94
Gremlin	TBA	Late 94
ICD Inc	TBA	TBA
Id Software	Doom: Evil Unleashed	July 94
Iguana	Mortal Kombat	June 94
Infogrames	Alone In The Dark	TBA
Interplay	Battle Chess	June 94
Interplay	Another World	Aug 94
Krisalis	Soccer Kid	Mid 94
Loriciel	Tennis	Oct 94
Loriciel	TBA	Nov 94
LucasArts	TBA	TBA
Maxis	TBA	TBA
Microids	Navy Commando	Sept 94
Microids	Evidence	TBA
Microprose	Gunship 2000	Late 94
Microprose	TBA	TBA
Millennium	TBA	Late 94
Ocean	TBA	May 94
Ocean	TBA	Late 94
Origin	TBA	TBA
Retour 2048	Zozziorx	April 94
Retour 2048	Indiana Jags	June 94
Spectrum Holobyte	Star Trek: Next Generation	TBA
Sunsoft	Aero The Acrobat	TBA
21st Century	Pinball Fantasies	Sept 94
Telegames	Brutal Sports	Mid 94
Telegames	Casino Royale	April 94
Tradewest	Double Dragon	May 94
Trimark	TBA	TBA
UbiSoft	Jimmy Connors Tennis	TBA
US Gold	Flashback	July 94
V-Real	Arena Football	Sept 94
V-Real	Horrorscope	Oct 94
Virgin	TBA	Nov 94
Williams/ Midway	TBA	TBA

← sale: *Crescent Galaxy* (Testscreen, p66), *Evolution Dino Dudes* (aka *Humans*) and *Raiden*. Atari hope that carts will go on sale in the UK at three price points: £39, £45 and £59.

The concept

of a 64bit machine seems a little ambitious to say the least. **Edge** spoke to Atari's UK marketing manager **Darryl Still** about the machine and its prospects.

'It is important to note that Jaguar is not just the first 64bit console, it is the first 64bit system of *any sort*,' maintains Darryl. 'Intel have not yet shipped Pentium, therefore Atari – and the games industry – are leading the technology boom.'

But with everyone else going 32bit, why make that jump in technology? 'Atari felt they could skip 32bit,' Darryl explains. 'Every few years the market gets stale and waits for new technology. This time the industry thought that the new technology was high price 32bit CD multimedia: Atari disagreed.'

Not only has Atari skipped 32bit, but they also have a healthy disregard for CD: 'We felt that CD as a medium storage may well work for the future, but as of now CD software leaves a huge amount to be desired. Programmers need to learn how to use the medium and require hardware strong enough to cover the problems caused by CD.'

Having said that, Atari do plan to release a double speed (300K/sec) CD drive during 1994, retailing at £200. The unit plugs into the cartridge port on top of the Jaguar, turning it into a fully specced multimedia machine – and making it look like a toilet into the bargain. The CD unit has already been dubbed 'the crapper'.

'Yes, we have CD units in development,' Darryl says. 'We're working closely with developers to ensure that future peripherals get software that does them justice.'

With the future in mind, Atari also have a VR helmet planned and, unlike Sega's Mega Drive system, Jaguar genuinely has the power to process reasonably complex stereo images. A price and date for the VR headset has yet to be fixed.

There are few doubts surrounding Jaguar's technical competence, but most third party publishers are worried about Atari's muscle in bringing Jaguar to what is a massively competitive market.

'Every major UK software house is developing for Jaguar – in some cases three or four titles.'

Darryl Still, marketing manager, Atari UK

'Atari has managed its resources very carefully over the last three years in the knowledge that this is coming,' explains Darryl. 'We have plans for a full campaign in 1994 on TV and press to launch the future of home entertainment. A European spend of around $30M is in discussion.'

But the big question mark hanging over Jaguar is software. The first batch of games – *Cybermorph* excluded – are looking very average indeed.

'Atari realise very well that software is important to the success of any hardware product,' says Darryl, 'that is why, over a year ago, Atari established a development force of their own in order to ensure a strong software base quickly for Jaguar. There will be ten titles available for the European launch and 40 by the end of the year, published by Atari alone.

'We have also put into force our strongest ever third party software licensing programme. In the UK, every major software house not directly connected to another hardware platform is developing for Jaguar – in many cases three or four titles.'

So, do Atari have it sussed? Sales, marketing and time will tell.

Who is it?

This programmer started his own business when he was just 16. Now, 12 years later, his company has entered the super-league, providing hardware and software for the biggest game manufacturers in the world...

Continued next page

4 **Cut to extreme close-up on the alarmingly casual duo. 'Does this mean we get to kick some puffy, white, mad scientist butt?' ponders Max the rabbit. Given the duo's predilection to violence of varying sorts, the answer is, of course, yes.**

5 **Cut back to wide angle. With one tremendous leap, Max clears the room and is upon the mad scientist before he can put his heinous plan into effect. As Sam fiddles with the victim's ties, the brutal off-screen violence is silhouetted against the wall.**

6 **Close up on Max, who appears to have succeeded in subduing the scientist. In fact, his subduing tactics seem to been a little too extreme; but closer inspection shows that the mad scientist was actually an automaton of some description.**

7 **Roll opening credits and cut to Sam and Max's office. Having kept the head as a souvenir, they quickly realise that the ticking noise is not a good sign. Hurling the head out of the window, the pair survive to accept another mission. Game on...**

Jaguar

the world's first **64bit** console

Photography: **Srewart Whale**

The first units of Atari's Jaguar console are already onsale, but its longterm future is far from certain. Will the Jaguar get the software it needs to prove itself? **Edge** talked to Atari and to the major players in the software industry to find out...

'If it had a Nintendo or Sega badge, nobody would be in any doubt that it's an amazing machine.'

Ian Mathias, software manager, Virgin

Software sells hardware; it's a cliché, but only because it's so true. Nobody buys hardware to take it apart and admire the circuitry, they buy it to use it. And in the interactive entertainment market that means they buy it to play games on it.

The success or failure of the new Jaguar console – in spite of its outstanding technical make-up – won't be solely determined by Atari. It's as much to do with whether the world's software developers back the new system.

Sure, Atari can create the right environment to encourage success, they can come up with a mind-blowing marketing campaign and they can build strong relationships with the publishing and retail community. But even if they do all this, they still can't totally control the Jaguar's destiny.

And remember, pitching the Jaguar as the next level of interactive entertainment, Atari is not only going into the ring with Sega and Nintendo, it is also taking on the super-heavyweights like Matsushita, Philips and AT&T. And with enemies like that, it's going to need all the friends it can get.

Naturally Atari claims that it has software support in strength and depth. The firm currently lists over 30 firms with work-in-progress for the Jaguar. Among them are Anco, Krisalis, Maxis, Ocean and US Gold. It's not a bad line-up, but it does rather pale in comparison to the 300 companies worldwide that have signed up as 3DO licensees.

Darryl Still, marketing manager of Atari UK: 'Jaguar is not just the first 64bit console, it is the first 64bit system of *any sort*'

But then, The 3DO Company put up an incredible barrage of pre-launch publicity for their system. And most agree that in comparison, Atari's pre-launch campaign has been fairly low-key.

Edge spoke to some of the leading names in the software world to gauge the industry's general reaction to the Jaguar. And in general, enthusiasm for Atari's super-console was decidedly muted.

At Virgin, software manager **Ian Mathias** is one of many who believes that the Jaguar's problem is not with the technology, but with the company behind it. 'If it had a Sega or Nintendo badge, nobody would be in any doubt that it's an amazing machine. But...'

The sentence trails off, leaving plenty of room for thoughts about Atari's poor track record. Like their ST that promised a lot then died, the Panther – promised and never launched – and the Falcon, whose launch has been far from overwhelming.

Also to be considered is the company's perilous financial position – Atari lost over $73.6 million in 1992.

Now you can start to see why those developers might want to avoid committing themselves to the Jaguar – even if it is the world's first 64bit, 16 million colours, 27 Mips, 4Kb SRAM console...

At Ocean – despite the fact that the firm is working on a Jaguar title – Software development director **Gary Bracey** agrees with doubts about the company: 'If Nintendo was to introduce this machine and say they'd be selling it for

Continued next page

The front of the Jaguar carries two joystick ports. It's interesting to note that the size and shape of these ports haven't changed since they first appeared on Atari's VCS system; but now they have a damn sight more pins to cope with the Jaguar's mammoth 17-button joypads

£200 we'd be jumping through hoops and shouting from the rooftops.'

Atari's problem is that it needs to convince publishers that it can fund the sort of marketing campaign that can put the Jaguar's profile up there with machines from Sega and Nintendo – as well as 3DO machines from companies like Matsushita, one of the biggest electronics manufacturers in the world.

As Konami's European consumer manager **Pete Stone** points out: 'It's not about technology, it's about marketing. Coming up with the best machine just isn't good enough.' He adds that from what he's seen, 'the Jaguar stacks up pretty well against 3DO,' but that 'it's clear that Atari haven't got the finance or worldwide muscle to really compete.'

Jeremy Smith, managing director of Core Design, sees Atari letting another opportunity slip by: 'The Jaguar's far better than anything else on the market and better than anything I've seen in development. But there's a tendency for Atari to be the innovators who never see the rewards for their work. Other people seem to take their ideas and market them more professionally.'

At Mindscape, European managing director **Geoff Heath** goes even further: 'I think there are two question marks over the machine; one is Atari and its ability to market it properly, and the other is the fact that the base unit is a cartridge machine.'

At Psygnosis, managing director (and development guru) **Ian Hetherington** has similar doubts: 'It's either an over-priced and over-specced cartridge machine or an under-specced CD machine. If you are going to launch a CD machine you must be committed to the format and make it CD-based from day one.

'If Atari wanted to launch a cartridge machine then they should have looked at a pricepoint of £75. If they wanted to launch a CD machine then £250-£300 is fine, but it would have to offer a lot more than this.'

Psygnosis, as you may have gathered from these remarks, will not be developing any Jaguar titles. 'We've had a machine for about a year and we're not massively impressed, not impressed at all really.

'If you compare the Jaguar to virtually any of the other emerging formats then I think it would come off second best,' Hetherington concludes.

Back at Ocean, Gary Bracey has no problems whatsoever with the quality of the hardware: 'It's terrific, the best I've seen. From a purely technical point of view it's ahead of 3DO – but we can't let our technological judgement cloud our commercial judgement. And it has to be said that we probably still need a bit of convincing in terms of its financial viability.'

And that's about as good as it gets. Some software houses are impressed by the Jaguar – excited by the potential of the technology – but most are putting the brakes on their enthusiasm due to their serious doubts about Atari's ability to maximise the Jaguar's potential.

As Virgin's new media manager **Steve Clarke** puts it: 'Marketing always wins out in the end and you've got to question Atari's ability to compete. Virgin is a global company and it's got to look at global penetration. At the moment, who's heard of Atari in the States?'

There is even less encouragement for Atari at Sony. Product development director **Phil Harrison** blasts: 'Nobody has spoken to me. They haven't even been courteous enough to invite me to developers' conferences, and I'm certainly not going to spend my time chasing them. I'm not even sure who to speak to there. But, to be honest, I really don't think we're missing out.'

'It's about marketing. Coming up with the best machine just isn't good enough. Atari haven't got the muscle to compete.'

Pete Stone, European consumer manager, Konami

It would seem that the publishing community's view of Atari's Jaguar is lukewarm at best. Some firms are obviously knocked out by the technology. Indeed the high level of enthusiasm for the machine itself gives some indication of just how much mistrust of Atari there must be for these firms not to commit themselves

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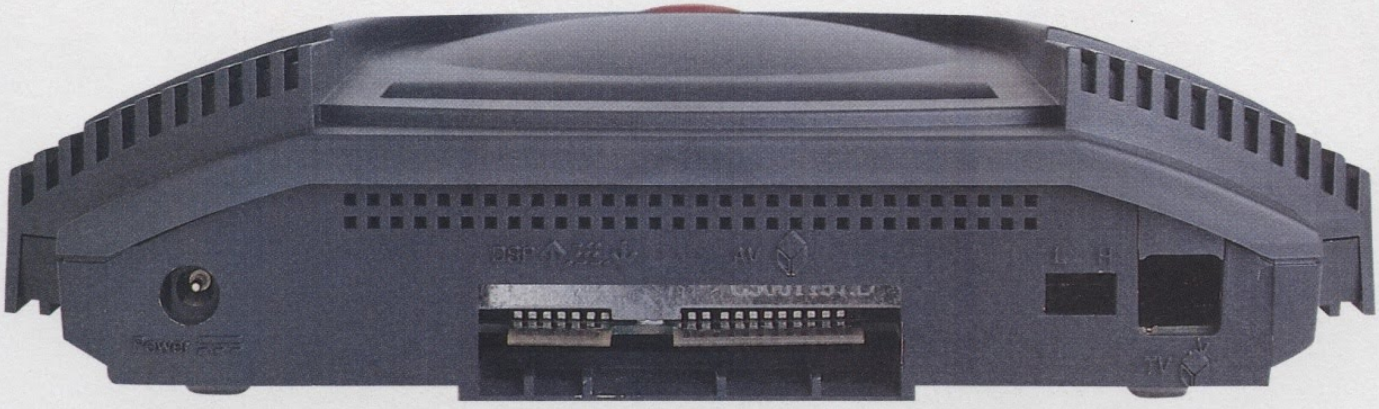


The rear of the Jaguar supports the power and RF ports, plus an AV interface enabling users to utilise a composite video or S-VHS signal – with an optional lead. There's also an I/O slot, no doubt for the plugging in of devices such as modems, TV cables, VR headsets... future proofing or what?

wholeheartedly to Jaguar.

In this sort of climate, Atari is going to find it desperately hard to make the Jaguar a massmarket proposition and a true competitor for machines from Nintendo, Sega and the 3DO camp.

But let's put any marketing confusion to one side and concentrate on the Jaguar hardware itself. There's plenty of talk about Atari's impressive tech specs. **Edge** met Atari's vice-president of engineering, **Richard Miller**, to get the real picture...

Edge Atari are very keen to stress the flexibility and potential for expansion that the basic Jaguar offers, but at $200 the basic model Jaguar is still a highly impressive piece of gamesplaying kit. What did Atari have in mind when the system was being designed?

Richard 'We didn't move upwards from what games machines are today, but instead came down from the workstation concepts Atari had been doing on multi-thousand dollar machines. We just made that technology more cost-effective.

'We gave ourselves a blank sheet of paper and asked what would be the most powerful games machine we could make given all the technologies we know about, from all the different areas of graphics and audio systems.'

Edge So what does that all boil down to?

Richard 'Basically, it's a 64bit multi-processor graphics and audio workstation that happens to be extremely good at games. It's the world's most powerful videogames machine. That's what we want it to be, and this is how we'll make money on it. It's years ahead of anything else we know about or have heard from other people about.'

Edge So what can it do, exactly? Give us a couple of examples of how advanced this technology is...

Richard 'Jaguar can display 16 million colours. We could display them simultaneously if we could find a monitor with that many pixels. But each pixel can be represented by a 32bit value – 24bits of that are used to represent the video which is 16 million colours. We do, however, have lower resolutions available which can improve the interactivity even more.

'So the quality of the visuals is photographic – it's as good as you'll see on LaserDiscs, in fact better than you'll see on LaserDiscs. We have a variety of video outputs: RF, composite, S-VHS and RGB – so if you have a Scart monitor back in England you're going to get the resolution quality of a computer monitor.'

Richard Miller, Atari's vice-president of engineering in the US: 'It's the world's most powerful videogame machine...'

Edge It can't get much better than that...

Richard 'Right, the depth of the graphics is as good as the eye can see. The human eye can perceive about one million colours. In an RGB space you need 16 million to display the one million that the eye can perceive. We can do this, so in other words you can't get any better.

'But not only can we display great static images such as this, we can animate them. Jaguar's primary strength – and this is something that has never been seen before – is that it can handle real-time rendering of 3D shaded polygons. You will see in the game *Cybermorph* that you're flying in a true 3D world. The world is represented by a 3D database much like that used by graphics workstations.

'What Jaguar hardware does is take that database and render the polygons that are visible from your viewpoint. This means that games like this are much simpler to write; you simply generate your database then turn the 3D rendering engine on, and the Jaguar will display your database from whichever angle you want, with whatever light source you want. You are completely unrestricted in where you fly: you're not on rails, you're not restricted to one path, you can fly in all directions and at any angle.

'It means that multiconsole games will be very easy to do, because the amount of data that has to be transferred between machines is always very small.'

Edge And at what frame-rate is this all taking place?

Richard '30 frames per second.'

Edge Impressive stuff. So why not go one

Continued next page

Jaguar's 17-button joypads (left) give you access to a multitude of in-game options – like *Crescent Galaxy*'s many weapons (above)

Continued

step further an include a CD drive in the basic model?

Richard 'Frankly, for the extra $200 the extra gameplay that you get from the addition of a CD is pretty limited. Sure you get great audio – you can have a great 'house' track blasting while you play your game – but then you could just easily turn on your stereo system. You can have more graphics, but only at the loss of interactivity. The big advantage of a ROM cart (the Jaguar has a 32bit ROM cartridge) is that there is no slowdown whatsoever in accessing sound and graphics in-game.'

Interactivity is a very important consideration – and it's refreshing to hear it from a hardware manufacturer. But putting CD-ROM technology aside, there's always a tendency with developers and programmers faced with any new, powerful graphical technology to put the technology immediately to work – even if it means chucking gameplay and interactivity out of the window…

Richard agrees: 'Yes, there is a tendency with games developers to concentrate on just how realistic they can get the audio to sound and the visuals to look. When, in fact, there are some wonderful games out there which don't look real at all.

'The problem is that the higher the resolution, the harder it is to make games interactive. So typically, when you have 256 colours onscreen it uses about 100K, when you have 16 million colours it uses four times as much – so it takes four times as long to move them around the screen. This means you can't just add more colours – you have to add bus band width and graphics power at the same time: this is why we had to go to 16bits and develop our own custom processors.'

But even if Jaguar has tackled the hardware problems of keeping processing power free to listen to the gamesplayer, other obstacles in the way of player interactivity come in the form of man hours and development costs.

If background graphics and characters sophisticated enough to utilise this graphical technology are to be used in a game, they take a lot of time – hence cost a lot of money – to design and draw. This is a price that developers don't want to pay, the result being more linear and less interactive games that minimise player influence on the proceedings.

'We've been really insistent that the first Jaguar games that are being developed will show off its full potential.'

Richard Miller, vice-president of engineering, Atari US

'We have been really insistent that the games that are being developed will show off Jaguar's full potential', Richard claims.

But even if Atari's own games won't suffer from any such penny-pinching restraints, it's really down to the thirdparty publishers to let Jaguar sink or swim.

A couple of Japanese console giants may have something to say on the matter too – both Sega and Nintendo claim to have next-generation super consoles ready in the wings waiting to be rolled out when the time is right. They're not going to sit still and give up their stranglehold on the world console market without a fight.

One thing's certain. The sub $200 console war is destined to be a bloody one. How does Richard fear the threat from Sega and Nintendo's new machines?

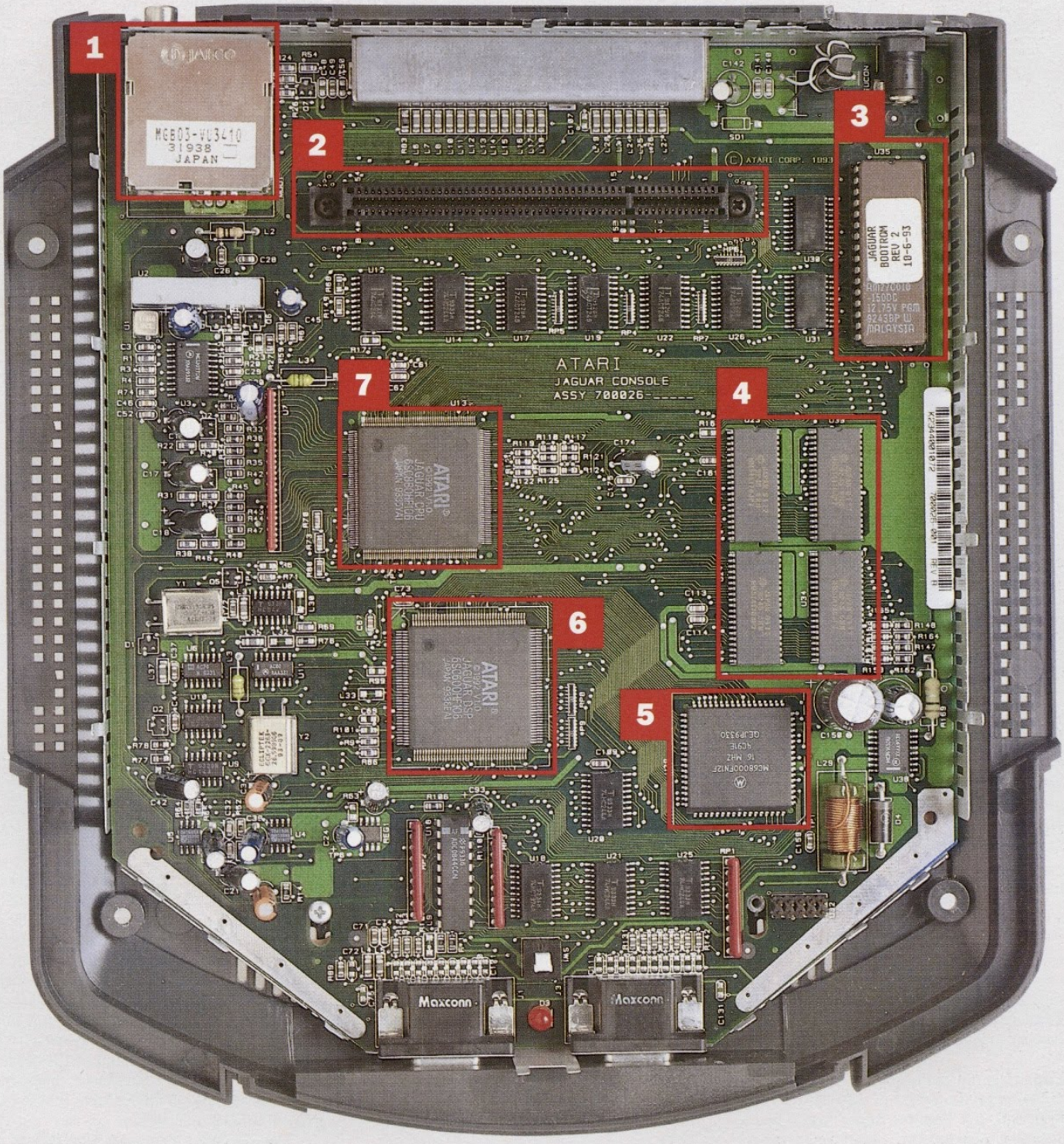
'We look forward to seeing them' comes the confident reply.

So Atari seem confident enough of the success of their console. And early sales reports indicate that the Jaguar is selling fast. And that's in spite of the fact that the big developers aren't exactly tripping over each other to develop the first games for it.

Jaguar is a mightily impressive piece of kit, that – if pitched against the current systems on offer from Sega and Nintendo – deserves to clean up.

But don't forget the Sony PlayStation, Sega's Saturn and Nintendo's SGI system. The competition could be about to get a whole lot tougher…

Inside the big cat



1 TV modulator – provides a full screen PAL picture. 2 32bit cartridge connector. The CD unit plugs into this (cartridges then plug into the top of the CD unit). Cartridges up to six megabytes (48 Mbits) can be inserted here. 3 Boot ROM chip. The letters 'ATARI' spin onto the screen and a parallel projection 3D cube with Jaguars texture-mapped onto the faces rotates for a few seconds before each game is run. 4 DRAM chips. Two megabytes of data can be accessed from here, 64bits at a time. 5 The 68000 chip (remember them?), clocked at 13.3Mhz. This is used to boot the machine and coordinate the custom processors (Tom and Jerry) which do most of the work. 6 Jerry, the custom sound processor. This is a RISC chip which contains 8K of internal program/data store, reducing the need to access main memory. It has 16bit DACs (digital to analogue converters) for sound. It also drives the ComLynx interface which allows Jaguars to talk to other Jaguars – or even Lynxes. 7 The second custom chip, Tom. This contains the blitter, object processor and GPU (graphics processing unit). The GPU is a RISC chip with 4K of internal program/data store which can multiply in one cycle and is also optimised for matrix operations. The blitter can scale and rotate images in up to 24bit colour, has Z-buffering capabilities, can Gouraud shade polygons and depth shade textures. The object processor can scale images in up to 24bit colour. All in all, one powerful little son-of-a-bitch...

Developing with Attention To Detail

Photograph: Steve Jarratt

Chris Gibb (left) and Fred Gill (right), managing director and technical director of Attention To Detail – the UK developers of the world's first 64bit videogame, *Cybermorph*

The first game for the Jaguar, *Cybermorph*, was developed in the UK by Attention To Detail, a small software house based in Warwickshire. **Edge** spoke to **Fred Gill** and **Chris Gibb**, founder members and directors of ATD...

Edge How did you originally get hold of the *Cybermorph* project?

Fred Gill 'It's from the Konix days. The guys who designed the chipset for the Konix designed the chipset for the Jaguar. We did a flying carpet demo on the Konix 1 in just 11 days from having it from scratch. It's a bit *Zarch*-like in the way the carpet rolls, and they liked that, so they asked us if we were interested in doing some demos for the Jaguar chipset. And more importantly at that time the chipset hadn't been debugged. So they needed someone to find all the bugs for them. That was about 18 months ago now: we've had the Jaguar longer than anybody else in the country – probably even the hardware designers, I think.'

Chris Gibb 'We had about 12 weeks to test and debug and to see what the machine could and couldn't do; it was a really productive time because a lot of little things came out of the hardware and we made suggestions about things we'd like added.'

Edge Such as?

Fred 'There are couple of 'bits' left unused here and there in the blitter chip, and we asked them if they could include a mode where, when you're texture-mapping, you can add a constant value to the pixels, so it does depth-shading – *Aliens Vs Predator* uses that to good effect. They also asked us if we had any instructions that we wanted to put into the processors and we thought of a couple. It's nice to see hardware designers listening to software people.'

Edge What do you think of Jaguar?

Fred 'It's a very, very powerful system – underused at the moment. It's going to take people a year or two to get into it, at the very least. It has its problems: you always want more speed, you always want more power, software guys always want more. But we're very impressed with it; it's got a lot of potential. And it's got two or three years before the next 64bit system can come out and beat it, including Jaguar 2.'

Chris 'I like the fact that it's got a number of different processors that work in a variety of ways. When you come to solving a software problem, there's more than one way of doing it.'

Fred 'Yeah, you can turn a problem upsidedown, on its head, and find a really elegant solution, which you can't when you've only got one way of programming it.'

Edge So what's the best thing about it?

Fred 'The fact that the three processors in there all have separate memory. There are three main processors: the GPU, Graphics Processing Unit, is a RISC-based processor. It's got its own instruction set and it's got 4K of internal memory. It doesn't have to go to external memory unless it wants to.

'Then there's the DSP which is the Digital Sound Processor, and that's got 8K of internal memory, which it needs for decent sound. So it can do all the sound synthesis – using FM or whatever – again without going to main memory.

'The other thing that Atari call a processor is the blitter, which is basically a block moving chip, but it can do rotation and scaling. It can do four Gouraud pixels in one go – in two cycles effectively. It's also got hardware Z-buffering, which allows 3D shapes to go through other 3D shapes: it's a way of depthcueing objects. It gives you to a pixel by pixel resolution on how deep a pixel is in the screen. It's quite unusual to find in a machine like this.'

Chris 'An example of where we use it is in one of the end nasties in *Cybermorph* – Head Hunter he's called – and he flies over this undulating terrain but then occasionally he just sinks through the terrain. That's what Z-buffering gives you.

'The Bio-Blobs also show Z-buffering: they're blobs of gooey stuff that attach themselves to your ship.'

Fred 'That's the nice thing about Z-buffering: the landscape is done in a separate process. In *Cybermorph*, we draw all the objects, and then draw the landscape underneath. And the Z-buffering takes care

Continued

of it all for us.'

Edge With *Cybermorph*, how much stuff are you shifting around?

Fred 'There's between 400 and 600 polygons a frame, and it's running at between 10 and 18 frames a second. When it's moving 600 polygons, it's probably about 10 frames a second – so it handles around 6,000 polygons a second.

'We haven't really done any statistics because the polygon sizes vary so much. But we definitely reckon we can get a 50-100% speed up on the engine. You can equal it if you do flat-shaded polygons: a 486 at 66MHz with Local Bus will probably do the same but not with Gouraud shading.'

Chris 'Gouraud shading's a very subtle technique: you're adding a fixed light source somewhere within the world, and the colour intensity changes across the face of every polygon. You plot the light source to every polygon on a shape, and suddenly it's got a dark side and a light side and the whole thing looks more solid and you lose the polygon look. And that really is the hallmark of *Cybermorph*; every terrain makes use of that.'

Edge What about texture-mapping?

Fred 'The two custom processors – Tom and Jerry – allow you to do it. Jerry is the DSP, which is basically for sound. Originally we were hoping that some of the processing power would be left over in Jerry so that we could, say, do the 3D rotation code in there, then Tom would start rendering that while Jerry was doing sound. But as it turns out, everything is using the DSP to its full, so there's no spare memory, no spare processing power.

'Tom is the graphics chip, and is very quick at running the blitter because he can write to the memory locations that the blitter requires very quickly. If you run it from the 68000 it's a slower process. The blitter has the capability to step through an image in X and Y coordinates independently, and that is very good for texture-mapping. It wasn't designed to though: the hardware designers were very surprised when they saw it, but they were very glad. It's a side effect of the rotation capabilities that the blitter has.'

Edge It's not actually dedicated texture-mapping, so is it any good?

Fred 'It's not as good as it could be: it's roughly ten times slower to do texture-mapping than Gouraud shading. With these processors, there isn't much point using the tricks you'd normally use on PC, because it's only one tick per instruction. You may as well do it the hard way – everything's long-winded but it still turns out to be fairly fast, and it's easier to follow.

'For instance, you can store things as logs and look them up in a table, but it's actually slower to look in the table – because you have to access external memory – than it is to do the multiplying on the fly. It also has something the hardware designers call Sistolic multiplying – meaning heartbeat – which means it can do one multiply per tick. It will allow you to do the matrix multiply yourself, and it'll do anything between a three by three or an eight by eight matrix in the number of elements. So a three by three takes nine cycles, and an eight by eight takes 64 cycles – and that's *very* quick.

'The two internal chips are clocked at 26.6 MHz, and the 68000 is clocked at 16MHz. The 68000 can be run in parallel with Tom and Jerry, so in *Cybermorph* we have it moving all the objects in the world.'

Edge What sort of games would you like to see on the Jaguar?

Fred 'I'd like to see a texture-mapped game with CD-ROM that's interactive, that doesn't feel like you're sat watching it. I think designers have a lot to learn before that happens, unfortunately.'

Chris 'There's this general feeling of what CD can bring to a game; it would be nice to try and create one, or at least move in the right direction. And Jaguar would be as good a platform as any to do that on.'

Edge Anything you dislike about Jaguar?

Fred 'The thing I want to say I can't because of Jaguar 2 – Atari are already working on that, and they're consulting the us about what they would like in Jaguar 2.'

Edge Why do another system so soon?

Fred 'The Jaguar chipset has been three years in development, and they want to have Jaguar 2 when Nintendo hits with Project Reality. Jaguar 2 will still be 64bit – 128bit is a big leap to take and is very expensive.

'Originally Jaguar was intended to be 40MHz, and the chips turned out to be very hard for the silicon manufacturers to produce; they wouldn't guarantee them at 40MHz. So part of the process will be making sure that Jaguar 2 is at least 40 and probably 50 or 60MHz.

'But there are things missing from Jaguar which they will be putting in. Full texture-mapping, generated textures, maybe we'll even have Phong shading...

'They're talking 1995 for a Jaguar 2 release, the changes are mainly speedups and a few hidden things here and there.'

Chris 'I think the best thing about Jaguar is the price point. When you look at the kit you're getting, the price to power ratio is excellent; you just can't argue with it.'

Fred 'Of course that doesn't mean anything if the games aren't any good. What it does give is a future proof machine: three, four years down the line, we'll have Jaguar 2, but it'll still be running old software.

'And that's something I'm not sure you've got with Nintendo. I've got a Super NES, but I know in two years' time it'll be dead; no-one will be producing software for it...'

Continued next page

'It's a very, very powerful system – very underused at the moment. It's going to take people a year or two to get into it...'

Fred Gill, Jaguar programmer and director, Attention To Detail

***Cybermorph* certainly shows off some the Jaguar's 3D graphics capabilities, such as Gouraud shading and Z-buffering. And for the first 64bit game, it's not half bad...**

Rebellion Software

Photograph: Jason Brookes

Rebellion Software: (from left to right) creative director Jason Kingsley (back), artists Stuart Wilson (front) and Justin Rey, programmer Mike Beaton and artist Toby Harrison-Banfield

Edge visited Rebellion Software in Oxford – developers of two new Jaguar titles and one of the first companies to talk about software development for Atari's new machine.

Rebellion's creative director, **Jason Kingsley**, was certainly very impressed by the Jaguar. 'It's superb, even comparisons with PCs are favourable. I'd say that speedwise, in 256 colours, a 486 DX2 (66MHz) PC will just about match the performance of the Jaguar. But then the Jaguar will probably be able to offer the same speed in 16 or 24bit colour...'

Edge then quizzed Rebellion programmer **Mike Beaton** about the machine's advantages and restrictions.

Edge We'd be inclined to suggest that the graphics in *Aliens Vs Predator* are roughly on par with what's possible on a 486 PC. How much potential for improvement is there on the Jaguar?

Mike 'I'd say you could do a lot more with the frame rate and the texture-mapping for a start. We save processing time by making sure that things are only drawn when they're visible. Walls that are obscured behind other walls are calculated but not drawn. You could certainly do a lot more with the freedom of movement, too.

'As a comparison, the *Ultima Underworld* games are based around a true 3D polygon maze, while *AVP* is a maze system optimised for speed. There are many things that could be improved as we learn about the machine. Our next project, the 3D dungeon game, will be an extension of the graphics engine used here.'

Edge And what about the number of colours onscreen – how much bearing on speed does it have?

Mike '*Aliens Vs Predator* runs in 16bit colour mode. That is 65,000 colours onscreen at once. Of course the machine has a true colour mode for over 16 million onscreen but then this obviously eats up processing speed. True colour will probably remain the preserve of still screens and intros. When the CD-ROM arrives, I guess it'll be exploited more.'

Edge Do you think the Jaguar's a programmer-friendly machine?

Mike 'The machine's suited to a certain style of programming. Someone coming from a PC background will be far more at home with the machine than someone who's used to programming consoles. The reason being that the chips in the Jaguar are general purpose ones, whereas most consoles include chips that have default effects such as Mode 7 in the Super NES.'

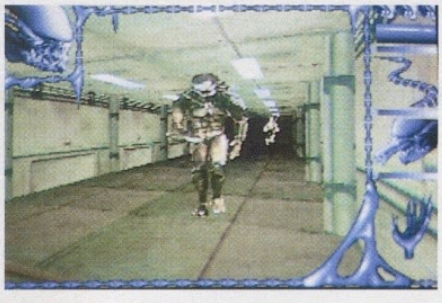
Edge What about sound?

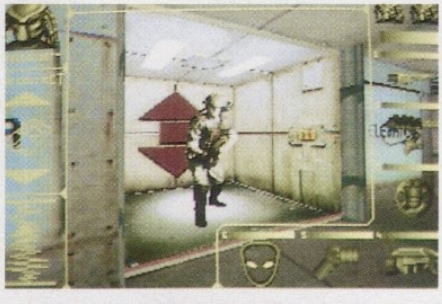
Mike 'The DSP is as powerful as the graphics processor. It's so powerful spare number crunching can be allocated to help out with graphics calculations. Unlike other consoles, there's no specified restriction on the number of simultaneous channels you can have playing. That's the beauty of the machine's architecture – what you lose in specific functions, you gain in versatility.'

Edge With the so-called 'Jag-PEG' compression built into the machine's hardware, just how much data can be compressed onto a 16 Mbit cartridge?

Mike 'Jag-PEG is really just fancy name for the Atari version of J-PEG – a compression routine that can compress data at rates of up to 40:1. Of course, the quality suffers badly with rates this high and in *Aliens Vs Predator* we've managed to get the game compressed at a ratio of just under 7:1 without any loss in quality.

'That effectively gives us around 14 megabytes (112 Mbits) of space on a two megabyte (16 Mbit) cartridge. Of course, with a lot of static 24bit screens in the game this easily gets filled up...'





***Aliens Vs Predator* shows that the Jaguar can do more than just polygons... it can texture map and depthcue them too**

Nearing completion is Rebellion's racing game, tentatively titled *Checkered Flag II*. Comparisons to *Virtua Racing* are obvious, but the games are pole (positions) apart...

Continued

Jaguar hits **problems**

Although Atari's Jaguar got off to a flying start in the US, the 64bit console tripped up on its first visit to the UK

Atari's Jaguar has had a rather inauspicious beginning in the UK. The firm had hoped to whet appetites by shipping in several thousand consoles in early December, but only managed to get its hands on a few hundred machines. Deliveries only reached stores on Christmas Eve, and the vast majority of customers who had placed orders were let down.

HMV and Virgin both got less than 100 units each. HMV games manager **Gerry Berkley** told **Edge**: 'I have to say that it wasn't particularly well handled, and in the end it was hardly worth the effort. There's been a lot of bad feeling created. I don't think Atari have done themselves any favours.'

So how did this unfortunate situation come about? Atari marketing manager **Darryl Still** explains: 'Intention was initially to supply all those die-hard games fans who would not be able to wait for the official launch. [But] the excellent coverage we received in magazines such as Edge left us in the middle of mass-market consumer demand three months before launch. Such was the demand generated that even had we received the full amount we would still have been very short of what was required.'

Jaguar CD – the fluffy pink toilet seat cover will be available as an optional extra

Darryl isn't worried by this situation – rather, he sees it as testament to Jaguar's popularity: 'All the problems were caused by the immensely positive way that the product was received by the consumer and we look on this as extremely exciting for the future.'

More problematic for Atari is the news that initial stocks included some faulty machines. 'We've had a few back since Christmas,' says Gerry Berkley. 'I believe there's a problem with the lead. It's a difficult situation because we'd like to exchange them but there are no stocks in the country.'

Darryl Still vehemently dismisses such reports: 'I think that maybe there are some parties who would benefit from incorrect 'Jaguar unreliable' stories spreading,' he says. 'We've had a grand total of seven machines returned, of which one was due to a faulty RF cable – 49p from Tandy. All these have been exchanged by Atari.'

The official bells-and-whistles UK launch of the Jaguar will take place in the Spring, and Atari are confident it will be a success.

BUZZ words

saturn

i'm gonna get me a saturn i am it'll be great because they're as fast as i don't know what cor i'll be playing daytona in me front room soon although my house is a bit on the small side i mean those things are planets you know bloody great things they are i'll have to get me a pretty big extension it'll probably take up the whole garden and next door's that neighbour'll moan i expect miserable sod maybe i'll wait a bit those japanese always make things smaller in a few months...

Jaguar gets booted up

Soon PC owners will be playing Jaguar games on their PC. But aren't PC games are better than Jaguar games?

'Anything you can do, we can do' seems to be Atari Corporation's way of thinking these days. After the recent announcement of the PC Card that will allow you to run 3DO software from your PC, Atari have just announced that it has exclusively licensed its Jaguar technology to Sigma Designs to deliver a similar PC Card incorporating both the Jaguar technology and Sigma's own Reel-Magic full motion capabilities.

This seems a bit of a desperate move by Atari, who's Jaguar hasn't pounced as impressively as they'd first hoped. And Sigma's Reel-Magic card is also guilty of the same crime. Released in October last year, the Reel-Magic card has yet to become an essential part of the PC's make-up. And the biggest problem is that there doesn't seem to be enough software using the Reel-Magic card to make it a worthwhile investment; perhaps this explains the urgency of the hardware merger.

Atari president, Sam Tramiel, emphasised this: 'Knowing there would be great demand for Jaguar on personal computers, we designed the system to talk easily to the leading computer architectures. This has allowed us to move quickly to partner with Sigma Designs to make this happen before Christmas this year.'

This deal will obviously expand the Jaguar's user base – there are already 10 million PC users – but that's only if enough PC owners buy the new card. Julien Nguyen, vice president Sigma Designs reckons, 'Jaguar's 64-bit technology will be extremely attractive to the MPC customer base of more than 10 million users. By combining Sigma's Moving Picture Experts Group (MPEG) technology with Atari's 3D animation, we look forward to bringing the hottest video game technology and software titles to the desktops of users worldwide.'

Sigma's Jaguar Reel-Magic card will be available around the same time that Atari plan releasing the official Jaguar CD-ROM unit later this year. No definite price has yet been set, but it would be surprising if this new board will sell for less than the current Reel-Magic card price of £400.

The cynically-inclined might suggest that all this is a bit pointless. Especially when the Jaguar's future is counting so highly on the conversion of quality PC games like *Doom* and *Alone in the Dark*. What can the Jaguar give the PC in return? It'll need more than *Crescent Galaxy*...

Where is...

This place hosts the world's biggest summer show for videogames and electrical goods. This summer, Sony and Nintendo will be showing off their new systems behind close doors. You might want to hold onto your hats, though...

BUZZ words

power pc
pentium i don't think so **power pc** mate that's what you want stick **power** infront of any old crappy word like pc and you're laughin' these **power pc** things right can run pc stuff on macs or mac stuff on pcs depending on what you've got...
anyway this **power** word is bloody great i mean just find any old crappy word and stick it infront like **power metro** you've got yourself one cool fast motor mate
power washin' up won't take five mins
power shite-beer you'll get shitfaced for a couple o' quid
Just think, it'll be even better with *good* words... hmm... **power wonderbra** she'll have a wazzer pair...

Atari

Continued

polygons around a screen quicker than anything else. The press also thought the machine was great, but was sceptical about its future. In 1993 Atari's losses were $48.9 million.

Jeff Minter has always been a fan of Atari hardware. Ever since the days of the Atari 800 he has been churning out psychedelic games full of llamas, sheep and toilets. In June 1994 he unveiled his *Tempest 2000* Jaguar cartridge, to universal acclaim. This one game probably did more for Atari's reputation than anything the company's marketing team had managed in the last five years. Admittedly, Atari gave Minter a great deal of creative freedom, but the fact remains that *Tempest 2000* forced everyone to start considering Jaguar as a contender.

Whether by accident or design, the Jaguar was released at the perfect moment. During 1994, sales of SNES and Mega Drive cartridges had been falling. The console kids wanted something new, something better, something quicker. Sega released its Mega Drive add-on, the 32X, and announced the Saturn. Nintendo revealed the Ultra 64 and Sony unveiled the PlayStation project. But the Jaguar was there, in the shops and there were even a few good games available for it. But although the machine sold steadily in the States, it failed to cause a revolution. Atari's position was still precarious.

Then Sega entered the picture. In 1990, in one of the most momentous events in its history, Atari took Sega to court in America for infringement of some of its patents. This was all down to Nolan Bushnell. Bushnell was a very canny businessman who, during the five years he was at the helm of Atari, had paid very good lawyers very good money to patent everything that the hardware and software teams invented, in order to prevent anyone ripping off any of Atari's innovations (a practice that was continued by Time Warner). When the Tramiels bought Atari, they were obviously more concerned with getting the company running smoothly than pursuing patent infringements, but, sometime in 1988, they decided to unleash the lawyers.

In late 1994, Sega settled out of court for $50 million cash and $40 million stock in Atari. Why did it cave in? Sega ostensibly fell foul of Atari's nine-pin joystick patent, but this alone wouldn't account for the amount of money involved. Many people in the games industry believe that Atari's patents are so all-encompassing that they effectively give it copyright on a whole range of videogames. It's possible, for example, that Atari owns the concept of sprites that move off the left of the screen and appear on the right – in other words, scrolling backdrops. And this is just one of over 70 Atari patents, all of which are thought to be pretty airtight. So it's no wonder that Sega opted to avoid a potentially disastrous judgement against it and throw in its lot with Atari.

A press release issued by Sega after the negotiations revealed the ramifications of the case: 'The two companies have entered into a software licence agreement for a specified number of games that would be made available on each company's present and future platforms.' So Atari has the option to release Sega games, and vice versa – Jaguar owners should soon see titles like the *Virtua* series and *Daytona* on their machine (but, as **Bob Gleadow**, vice president of Atari Europe, told **Edge**, 'The line stops at *Sonic*').

And it doesn't end with Sega. Atari is now gunning for other big hardware and software manufacturers – or, as an Atari source put it, 'Everyone who can afford to pay us' – and will be looking to companies like Sony and 3DO for compensation. It has already gone the distance with one Japanese giant, so it's not unfeasible that it will do it again. If other companies do settle in the same way as Sega has and invest money in Atari, then by the year 2000 there will be a large number of hardware and software outfits with a vested interest in seeing the Jaguar succeed. Atari had better get its skates on, though, because some of the patents only have another seven years to run.

Atari is fighting hard to regain credibility. Now that it has cast off its lacklustre computers and is focusing on the Jaguar, its future is looking rosier than it has for some years. It recently announced that its console would be distributed in the heart of the games industry, Japan. It has tied up a VR headset deal; it has a new Jaguar CD all-in-one ready for release in 1995; and work has started on a Jaguar 3 for release in 1996/7. And, of course, there are those handy patents knocking about. More impressively, there's some decent software coming out for the machine – most notably *Mortal Kombat 3* (which has been licensed directly from Williams), plus the *Virtua* series, *Daytona* and *Defender* (coded by Jeff Minter). Atari might just surprise us all yet.

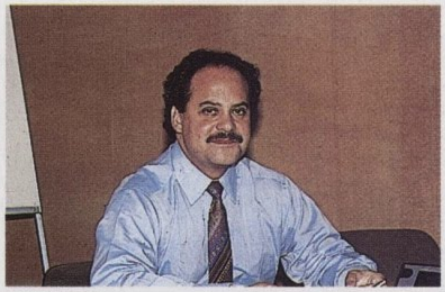
Forthcoming Jaguar hardware

Atari feels that '95 is the Jaguar's year, and a series of add-ons for the machine is to be released in the coming 12 months. The Jaguar 2 which has been much talked about in the press is actually the codename for the CD add-on (the 'toilet'), which will be released in February 1995 in the States. Of more interest is the all-in-one Jaguar/CD unit, which will be released in summer/autumn '95 for about £349, and will include the Jaguar hardware (slightly tweaked to run faster and cope with direct CD access) plus the CD unit. At about the same time, the company will release a series of connectability products. America (where local telephone calls are free) will get a Jaguar modem, while the UK will get a serial lead enabling Jaguars to be connected directly together. In summer 1995 an add-on called the Catbox is scheduled. This will operate as a sort of junction box between Jaguars, allowing the kind of multiplayer gaming previously only found on networks. And thanks to a recent deal with Virtuality, Atari will release a VR headset around Christmas '95 in the US, at a projected cost of $200. Developers are already working on conversions of arcade games for the unit.

The long-awaited CD add-on for the Jaguar is just the first in a long line of planned peripherals, including modem, link-up lead and VR headset

As Atari prepares for a brighter future, **Edge** talks to the company's president,

Sam Tramiel



Sam Tramiel, president of Atari: 'Focusing much of our energy on the multimedia software that will make Jaguar a success'

Edge Is it fair to say that Atari produces excellent products which suffer due to a poor public image?

Sam Tramiel We do make excellent products. We have made mistakes in the market, and some of the circumstances in the computer market just made it impossible to compete. The Jaguar will get proper marketing support and we and others are working hard to deliver great software. I'm sure that whatever poor image exists will change.

Edge Atari has shifted its emphasis from computers to consoles. Is this permanent?

ST Around the end of 1989, Atari decided that the computer hardware business was too cut-throat and a proprietary system could not succeed in the long run against the IBM/Intel juggernaut – just look what happened to Commodore. We decided to focus on the interactive entertainment market. If the business opportunities exist for us to get back into the computer business, we will. We feel that the Jaguar has a great future and is a very exciting platform at a great price.

Edge But why launch a console now, when everyone else seems to be moving into multimedia hardware?

ST The console approach enables us to have a low-price starting platform and gives the user the chance to add peripherals as he can afford them. The future peripherals will be a CD player, a voice modem, a VR headset and something else I can't reveal. The other new platforms are just too expensive for the consumer and this has been proven by the failure of Commodore's CDTV and the CD-i players. We are focusing much of our energy now on the multimedia software that will make Jaguar a success.

Edge Is it true that the Jaguar is a make or break product for Atari?

ST The Jaguar is not a make or break product but it is what we are focusing on. We are also going into the publishing business for PC CD-ROM and perhaps others as well, with another brand name.

Edge Do you think Atari can compete with the giants of the console market, like Sega, Nintendo, 3DO and Sony?

ST Atari invented the videogame business and during the late '70s and early '80s was the dominant company. The industry has been through a number of cycles and we are now entering the fourth cycle. Cycle two was dominated by the NES, cycle three has been shared by Sega and Nintendo and we at Atari have put a lot of effort into assuring the success of the Jaguar in cycle four. The Saturn is too expensive and Nintendo doesn't even have a product yet. All Nintendo is doing is trying to confuse the market with disinformation. The 3DO group has doubled the royalty to the software community and the hardware manufacturers aren't happy. The Sony product is just too expensive to be taken seriously and I can't see Sony focusing on a product that won't have the quantities due to the high price. It will be a player, but not a big one.

Edge But the Jaguar is going to be in direct competition with a lot of heavily backed machines. Does Atari really stand a chance?

'The Saturn is too expensive and Nintendo doesn't even have a product yet. All Nintendo is doing is trying to confuse the market with disinformation'

ST We have some very compelling advantages in terms of power, low price and lots of good software, with more on the way. We have a very experienced team. We also have the financing. Also important is our strategic investor, Time Warner, and our new partner, Sega, which gives us another source of good software.

Edge How much input does Time Warner have in Atari? Does it provide include monetary help beyond its obligations as a large shareholder?

ST Time Warner has no official input into Atari but we do talk to many of the Time Warner divisions and we value our relationship with them. For example, we were chosen to be included in the Time Warner Cable Full Service Network test in Orlando, Florida. We got a licence from Warner Brothers for the big Batman Forever movie, which is coming out next year. We also work closely with Time Warner Interactive and you'll see them publishing many titles on Jaguar in the near future. We have no need for more money at this time, but if we did have a good reason to raise more, Time Warner could be an option.

Edge Why has it taken Atari so long to pursue patent infringements? Why didn't you go after Sega and Nintendo when you bought Atari from Time Warner?

ST The issue of patents is very complex and we pursued the issues as soon as it was prudent to do so.

Edge Are you going to pursue Nintendo, 3DO, Sony and the other console manufacturers in a similar manner?

ST On the issue of patents I can only say that we will maximise their value and will pursue whatever means are necessary to ensure that they are not being infringed upon. We have some precedents and we look forward to more favourable outcomes.

Edge The Sega deal means that you can release any of its titles (excluding *Sonic*) on the Jaguar. What Sega titles are going to appear on the machine?

ST We haven't decided yet.

Edge Are we likely to see Nintendo games on the Jaguar?

ST Our relationship is not so great with Nintendo, but who knows what is possible in this time of détente?

Edge Europe has traditionally been a very strong marketplace for Atari product, but it's America and Japan that ensure a console's longterm future. What steps are you taking to sell Jaguar in these areas?

ST We have chosen to make the US the first important market for the Jaguar. It is starting to work. We just introduced the Jaguar into Japan and met over 60 thirdparty developers in Tokyo. It will not be easy selling a US-made machine in Japan, but we are going to try.

Edge In his book, Game Over, David Sheff alleges that Jack Tramiel imagined a sweet revenge on Commodore for the way in which he was ousted from the company. If this is true, is he happy now?

ST We did not buy Atari as a road to exact revenge on Commodore. It was a good opportunity to acquire the best-known name in videogames and start a new venture.

Edge Is it true that Atari is considering buying the shattered Commodore company?

ST We aren't happy about the demise of Commodore and have no plans to acquire the leftovers.

Edge Finally, what do you think the future holds for Atari?

ST Success.

Jaguar plugs into the CD revolution

Atari's delayed CD drive for the Jaguar finally gets ready to ship

The Jaguar CD's software cinepak is surprisingly effective, although it's no surprise that pixellation rears its head when images move at speed

The Jaguar CD add-on, originally intended to be released in 1994, has now been scheduled for launch in April this year. It will retail at £150 and be bundled with one game (exactly which one is undecided).

The peripheral is a straightforward plug-in device. As well as being able to play Jaguar CD games, it can be used for conventional audio CDs – in conjunction with the latest incarnation of Jeff Minter's Colourspace project, Virtual Light Machine.

An all-in-one Jaguar CD unit will be released towards the end of the year. It will find itself in direct competition with the Saturn and PlayStation, which converge on the UK market at around the same time.

Of course, it will be software that will determine the system's success or otherwise, and the initial line-up includes few titles of note. The one most eagerly awaited by Jaguar owners is undoubtedly *Battlemorph*, the sequel to ATD's Gouraud-shaded shoot 'em up, *Cybermorph*. The gameplay runs along similar lines to the original but there are various additions, including impressive new underwater sections. (**Edge** will have a full preview of the game next month.)

Prolific Jaguar developer Rebellion has stated that it has no CD-specific projects in the pipeline, but a number of its cartridge titles are due to get the CD treatment. The most promising of these is the *Dungeon Master*-ish *Legions Of The Undead* (originally seen in **Edge** 4 under the working title *Dungeon*). Based on a graphics engine best described as a cross between →

Cost was obviously a prime consideration during the development of the Jag CD – the unit has a slightly flimsy feel

Atari has yet to confirm it, but *Battlemorph* (above) is the most likely candidate to appear packaged with the unit. *Jack Nicklaus' Cyber Golf* (inset) is the first of a number of sports titles planned for the system

Looking suspiciously like Elite's dull PC and 3DO title *Virtuoso* is *Chaos Agenda*. Atari will be hoping to match its digitised characters with equally sharp gameplay

Virtual Light Machine

When an audio CD is inserted into the Jaguar drive, the machine automatically switches to VLM mode, an onboard software routine written by *Tempest 2000* programmer Jeff Minter with Dr Ian Bennett.

A standard CD player front-end is displayed while coloured, music-sensitive patterns swirl, mutate and blend in the background.

The overall effect is similar to Panasonic's FZ-1 3DO music-playing routine, although the VLM allows the user to choose between nine different patterns and is more visually responsive.

Set to appear on Jaguar CD: *Demolition Man* (top); *Blue Lightning* (main); and Argonaut's conversion of *Creature Shock* (above)

Readysoft's *Dragon's Lair* series looks set to hit every CD system ever made

What is it?

It was arguably the first piece of hardware to attain mass must-have status. Such was its desirability at launch that a Japanese yakuza ring was rumoured to be planning a raid on the first shipments

→ *Alien Vs Predator* and *Doom*, it will feature 'algorithmically animated textures' and offer the ability to look up and down. The cartridge version will be finished shortly and is likely to headline at Atari's ECTS stand.

However, probably the most exciting development for the Jaguar CD (**Edge** is certainly looking forward to it) is the proposed conversion of *Defender 2000*, a project that came about when **Jeff Minter** approached Atari and suggested that he convert one of his all-time favourite games to the Jaguar. Like *Tempest 2000*, his previous tribute to a classic arcade title, it will incorporate both a straight emulation of the Williams original and an enhanced 'plus' version. Fully coloured backdrops (the original's backgrounds consisted of simple vector graphics), a CD soundtrack and AI-endowed multiples are all promised for the new game. Minter is currently putting the finishing touches to the core gameplay.

'It's looking more and more like this is gonna be on CD,' enthuses a typically exuberant Minter. 'I'd kinda like to do a historical section on there as well, because we get so much room on the CD – an interview with Eugene Jarvis [the programmer of the original arcade game] maybe, and other historical data about *Defender*.'

Jaguar CD games in development

Barkley: Shut Up and Jam! Accolade
Battlechess Interplay
Battlemorph: Cybermorph 2 Atari
B.I.O.S. Fear All Systems Go
Blue Lightning Atari
Braindead 13 Readysoft
Brett Hull Hockey Accolade
Chaos Agenda Atari
Creature Shock Virgin Interactive
Crime Patrol American Laser Games
Demolition Man Virgin Interactive
Dracula The Undead Atari
Dragon's Lair Readysoft
Dragon's Lair II Readysoft
Dreadnought Atari
Evidence Microids
Freelancer 2120 Imagitec
Highlander Atari
Horrorscope V-Reel Productions
Hosenose And Booger All Systems Go
Isle Of The Dead Rainmaker Software
Jack Nicklaus' Cyber Golf Accolade
Legions Of The Undead Rebellion Software
Little Divil Gremlin Interactive
Lobo Ocean
Primal Rage Time Warner Interactive
Mad Dog McCree American Laser Games
Mortal Kombat III Williams
The Outpost Atari
Return To Zork Activision
Robinson's Requiem Silmarils
Skyhammer Rebellion
Space Ace Readysoft
Soul Star Core Design
Space Pirates Atari
Starnet Virtual Xperience
Star Trek: NG Microprose
Theme Park Bullfrog
The Realm Fighters High Voltage
Varuna's Forces Accent Media

Jaguar CD tech specs

Data transfer:	Double-speed drive – 352K/second sustained data rate
CD capacity:	790 megabytes (non-ISO 9660 custom Atari format)
CD management:	Custom 'Butch' processor handles system chores and buffers data
Save RAM:	VLM saves last setting without expansion. Flash RAM cartridge (1 Mbit) for multiple saves to be available separately
Video standard:	VideoCD (only with optional MPEG cartridge)
Release:	April 1995
Price:	£150

Atari takes the lead in home VR

Atari's Jaguar 2000 add-on is set to bring virtual reality to the masses

Jaguar's original pre-pro VR headset (above), which has now been superseded by a new version (bottom)

It now looks likely that the first company to reach the market with a usable, affordable home VR system will be Atari.

The Jaguar 2000 system is currently in development at Virtuality Group's Leicester headquarters, with the units themselves to be manufactured in Asia. Atari first approached Virtuality (formerly W Industries) in 1993, but no agreement was forthcoming – presumably due to Atari's lack of cash. However, Virtuality continued with R&D using funds raised from its flotation on the stock market, and Atari has since benefited from Sega's out-of-court settlement over patent infringements. Talks between the two companies resumed in November 1994, resulting in the announcement that Virtuality would develop a hi-tech, low-cost home VR system for the Jaguar.

The all-but-complete head-mounted display (HMD) is a comparatively light half a kilo. Optics comprise a single LCD screen providing a field of view of 40° horizontally and 52° vertically. Stereoscopic vision is produced via a pupil projection system, consisting of an array of aspheric acrylic lenses, beam splitters and mirrors.

But of more interest is the V-Trak infra-red tracking technology – branded the fastest tracker ever developed – which boasts a sample rate of 250Hz and suffers a lag time (delay from action to visual response) of just four milliseconds. A trackable joypad is also an option, offering two to six degrees of freedom.

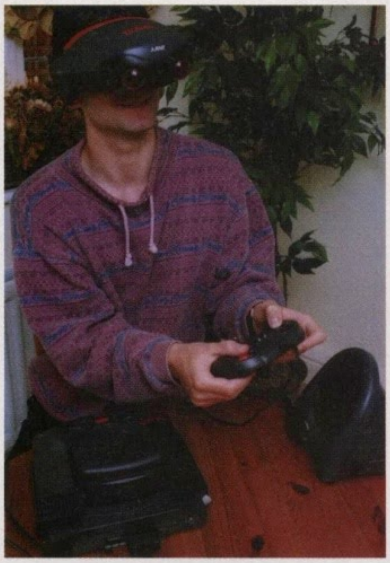
However, there are doubts about whether a single Jaguar has the power to generate a convincing stereoscopic 3D environment. Given the lacklustre efforts so far (*Cybermorph*, *Doom* and *Iron Soldier*) and no extra hardware in the VR unit, it's debatable just how complex a game the Jaguar is capable of rendering. It has been suggested that this is merely Atari's way of setting up a base camp in the VR market, while waiting for Jaguar 2 to provide the engine for a second generation of VR software.

Initial proposals for a $200 unit have been revised up to $250 (£160), but this still represents real massmarket affordability. Atari is due to demonstrate pre-production units behind closed doors at E³.

What is it?

This console was Philips' first entry into the interactive entertainment industry. Licensed from US technology for release in the UK, it had a touch-sensitive keyboard and a range of cartridge software

This prototype Jaguar HMD lacks the unusual infra-red tracking 'bug eyes' of the final unit



The first shot of the complete Virtuality HMD with infra-red tracking device

Jaguar 2000 tech specs

Field of view (h x v):	52"x40"
Display format:	428x244 (104,432) pixels
Display:	1"x0.7" active matrix LCD
Pixels:	104,000 (428x244)
Weight:	<500g
HMD tracker:	3 or 5 degrees of freedom
Tracker sample rate:	250Hz
Tracker lag:	4 milliseconds
Tracked joystick:	Yes
Eyeglass potential:	Yes
Price:	$250 (£160)
Availability:	Autumn '95 (US); spring '96 (UK)

Atari supplement

The free supplement with this issue of Edge features more details about Atari's plans for VR and multiplayer gaming, with exclusive screenshots of new titles including *Dactyl Joust* and *Defender 2000*.

Edge also speaks to Sam Tramiel about Atari's plans for the forthcoming battle with Sony and Sega, plus the backwardly-compatible sequel to Jaguar, Jaguar 2.

Data stream

IBM PC share of UK home computer market, 1995: **66%**
Retail value of UK leisure software industry, 1994: **£538,000,000**
Retail value of German software industry, 1994: **£812,000,000**
Retail Value of Portugal software industry, 1994: **£68,000,000**
Price of Guildsoft's *SmartHeart Plus* – a software title aimed at people with concerns about suffering coronaries: **£345**
Number of games sold by Nintendo since the introduction of the NES in 1983: **1 billion**
Percentage of American homes with a Nintendo system: **40**
Number of games available for Nintendo systems: **2,000**
Number of super models who smoke: **78%**
Number who claim never to have been on a diet: **65%**
Budget for the original Godzilla movie: **$100,000**
Proposed budget for the remake: **$130,000,000**
Amount spent by people in the developed world on plant-based, herbal remedies: **$12.4 billion per annum**
Most annoying television advert according to a survey by the Planning Partnership: **Chicken Tonight**
Cost of Michael Heseltine's new office computer: **£150,000**
Estimated annual running costs: **£10,000**
PlayStation sales in the UK: **50,000 by Nov**
In Europe: **200,000**
Number of complaints received by **Edge** regarding 3DO's recent feather-filled advertisement: **lots**
Likelihood of similar publicity stunts appearing in **Edge** in forthcoming issues: **0%**

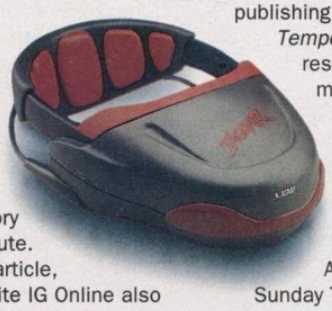
Atari in virtual reality **bust-up**

Atari say 'bye' to Virtuality and 'hi' to development on the PC

With rumours circulating throughout the videogames industry concerning Atari's future, it appears the company's VR deal with Virtuality has flopped. The contract, set up in late 1994, was for Virtuality to develop a low-cost HMD (head-mounted display) for Atari, to be compatible with the Jaguar console. Details concerning the collapse have not yet been released, but cogent theories from various sources point to a variety of explanations.

According to VR industry trade monthly, VR News, the breakdown relates to the outcome of evaluations made by Atari during June on a final development prototype supplied by Virtuality. Allegedly, Virtuality felt the project had reached the stage where the next HMD units should include production quality components. This implied that an investment by Atari in production tooling would be required, but Atari felt the development project had not reached the stage where such investment could be justified.

Not all coverage has been so erudite. The Sunday Times, possibly reacting to the VR News story, suggested Atari plan to give up on the Jaguar in favour of PC development – a theory that Atari strongly refute.



In a recent news article, internet videogame site IG Online also speculated over Atari's hardware commitment, quoting a 'reliable source within the Jaguar community' as saying, 'Atari appears to be abandoning the Jaguar in favour of becoming a PC development house. However, they are very busy right now pushing the remaining stock of Jaguar hardware.' Internal sources also indicated to IG that wide-scale lay-offs have been carried out by Atari USA.

Atari rumour control has gone into overdrive on both sides of the Atlantic to clarify the mess. Atari is stressing its plans to continue pushing the Jaguar with increased marketing and new games being produced through outside contracting.

Is the Atari-Virtuality brawl the end of the road for the Jaguar VR headset and Atari's internal hardware development?

When asked by **Edge** if Jaguar support was to cease, a spokesman from Atari UK said: 'Categorically no. This rumour appears to have originated from the Sunday Times article and is not true. In 1996 we are opening a new software division, Atari Interactive, to concentrate on developing and publishing PC software, starting with *Tempest 2000*. However, more resources in software does not mean less resources in hardware. R&D on the Jag HMD continues, just not with Virtuality.' **Edge**'s source also indicated that work on the Jag 2 project is continuing.

Atari are aggrieved over the Sunday Times article because the reasons over the Virtuality collapse were meant to be secret. Atari's UK spokesman also said the job losses were restricted to a single games development team at Atari USA.

But the question remains, is Atari attempting to re-invent itself in the PC market? It seems the PC is becoming the next battleground for videogame supremacy. Namco and NEC are developing games on the PC (see side story), as are Sega and nVidia. Given Atari's difficulties in competing with these companies in the past, they are by no means guaranteed success in this new arena.

What is it?

This ill-fated console runs 32X or Mega CD discs. With a £199 price tag and scheduled for European release this Autumn, it has been ditched. Sega Europe's marketing director, Barry Jafrato, refers to it as, 'a dead project'

NEC/Namco PC deal...

NEC Corporation and Namco have announced an alliance to bring realistic 3D computer graphics to PCs running *Windows '95*. NEC will produce its PowerVR chipsets (see Edge 18) and Namco will develop the games to exploit them. PowerVR is a revolutionary 3D chipset that will provide 3D graphics of a quality superior to those now available on 32bit consoles. A single chipset can run at 200,000 polygons a second. Namco are planning on using the chip to produce games like *Tekken*, *Rave Racer* and *Air Combat 22* on the PC.

Atari corp falls on hard times

Mass lay-offs cause speculation over the father of gaming's future

it is...

America Online, now America's largest internet provider, being used by 4.5 million people. AOL is soon to be launched in Britain and aims to become the UK's biggest provider of internet services by 1997

In the American games press it has been compared to the last days of Rome. Atari corp, that iconoclastic stalwart of the videogames world, appears to be in a state of collapse. Ted Hoff, the president of North American operations, has resigned, a number of employees have been laid off and, perhaps most telling of all, Jeff Minter has untethered his Llama and cantered off to pastures new. The latter will be sorely missed by Atari, his *Tempest 2000* conversion without doubt the Jag's definitive title.

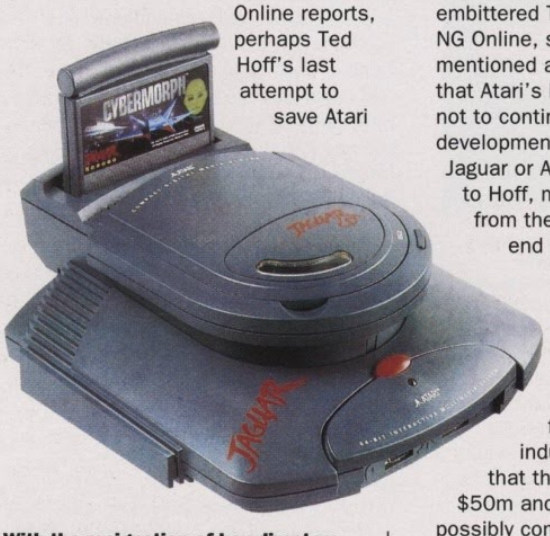
Rumours of Atari's imminent demise have been fuelled by the company's apparent breakdown in communications with third party Jaguar developers. High Voltage Software (*White Men Can't Jump*, *NBA Jam: Tournament Edition*) report that Atari has not contacted them about any further Jaguar projects and Beyond Games (*Ultra Vortek*) state that Atari has dropped contract negotiations with them regarding a proposed sequel to *Alien Versus Predator*. IG Online, who have followed Atari's recent difficulties closely, suggest that Atari will finish the games currently in development but, 'will not pursue any new titles, focusing instead on the PC games market'.

This idea to concentrate on the PC games market was, as Next Generation Online reports, perhaps Ted Hoff's last attempt to save Atari by channelling internal talent toward areas of potential profitability (ie software development). However, it appears that Atari, at least officially, still has faith in the Jaguar as a competitive platform. In last month's CTW it was reported that Atari felt the Jaguar's new $99/£99 price point would make it a 'massmarket proposition'. Furthermore, company executives (the few remaining) are still referring to staff lay-offs as restructuring and reorganisation. Atari's chief financial officer, August Liguori, claims: 'We are not going out of the videogame industry. We have $50m and we're going to continue making strategic investments in developing and publishing for all platforms'.

Despite this denial, news of Atari's difficulties has reached beyond the specialist press. Variety, America's media and entertainment newspaper, ran a story this week entitled, 'Atari Zaps 20 staffers'. The story mentions reports that the company is liquidating all its assets including Atari Interactive – the PC CD-ROM development project. Furthermore, Variety's sources indicate current development deals are unlikely to proceed and that Atari must vacate their offices by the end of this month.

The most damning indictment of Atari's current situation comes from an embittered Tedd Hoff who, according to NG Online, said of the 20 lay-offs mentioned above, 'it was an indication that Atari's long term intentions were not to continue in pursuit of videogame development or publishing, neither for Jaguar or Atari Interactive'. According to Hoff, many of the lay-offs came from the creative and development end of the company.

So is this the end for the once legendary games corp? According to Next Generation, former insiders at Atari consider the company is finished in the games industry. There are theories that the Tramiels will take their $50m and move to a new business, possibly computer components, but these are unconfirmed.



With the resignation of key directors and staff lay-offs across the board, has Atari's big cat spent all its nine lives?

Olafsson out

Ex-president of SIE and the man responsible for launching the Playstation in the US, Olaf Olafsson, has resigned from Sony. Olafsson, a prominent member of the videogame industry for years and widely regarded as one of the industry's top managment prodigies (see p59), left due to arguments over his pricing policies.

Apparently, the 33-year-old's bosses in Tokyo were dissatisfied with the PlayStation's low $299 retail tag, and would have preferred a more profit inducing $350 or $400 price point. The resignation comes just four months after Olafsson was removed from his position as SIE president.

Jaguar

Atari's 64bit Jaguar represents an exciting leap in technology. But can the games keep up?

By rights, Atari's Jaguar should be the best thing ever. With an utterly unprecedented jump to 64bit technology at an attractive price tag, it should have been accompanied by heavenly choirs, dancing in the streets, and unanimous ecstacy in all quarters of the videogame industry. US sales appear to be living up to expectations – Atari reckon that well over 30,000 units have shifted States-side, and are projecting sales of 500,000-750,000 by the end of the year – but there are still a lot of people who remain sceptical about Jaguar's long-term future. Why?

There seems to be three major objections. The first – that Atari do not have the marketing muscle or track record to launch such a high-profile product internationally – is contradicted by the rabid response to the console from the games-buying public, both in the US and the UK. It appears that the hardware is exciting enough to sell itself.

The second – that the number and quality of available games is too low to sustain people's interest – is undeniable, but is hardly an indictment of the hardware; new machines have always floundered in this way. If nothing better than *Cybermorph* has appeared by Autumn, though, Atari should be very worried.

But there is one question mark over the Jaguar that cannot be so easily passed off. Underneath all the gloss and sparkle, there's nothing really new. 16.7 million colours are all very well, but when all you're getting are 16.7 million shades of shoot 'em up or platform game, the prospect begins to seem rather less enticing. While Atari are content to let 3DO take the risks with CD-ROM and the multimedia dream, such a reluctance to commit themselves to innovation outside that of sheer performance may well leave them isolated.

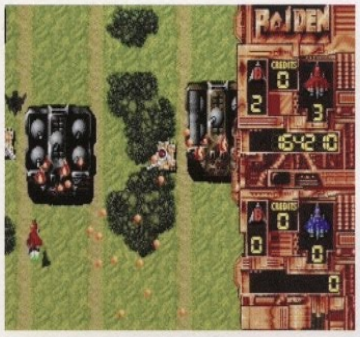
'It's the world's most powerful videogames machine. That's how we'll make money on it'

Richard Miller, Atari's vice-president of engineering

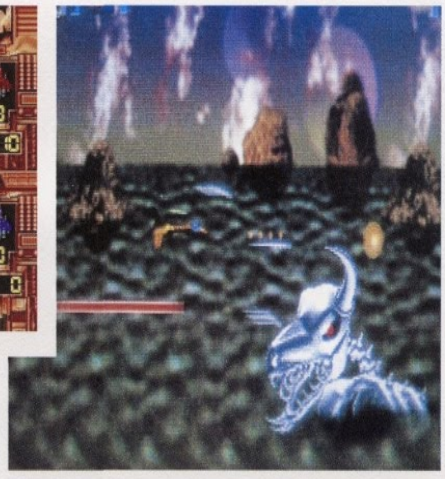
Only one thing is certain – that the Jaguar contains some exciting technology at a very reasonable price. If it ever gets used to its full potential, it'll knock your socks off.

The software, however, has temporarily stalled the Jaguar's progress. Granted, *Cybermorph* is very impressive, if a little lacking in depth once the novelty has worn off, but subsequent releases have either been delayed or rubbish. The latter category includes the graphically delightful *Crescent Galaxy*, let down by vexing and rudimentary gameplay, the dated and unimaginative *Raiden* and the similarly unoriginal *Evolution Dino Dudes* (*Humans* by any other name).

Much is riding on *Aliens Vs Predator*, then, a first person perspective shoot 'em up from Rebellion Software, and *Chequered Flag 2*, a racing game developed from the old Lynx title. Both of these games are eagerly anticipated, along with an updated version of the classic Atari coin-op, *Tempest 2000*. →



***Raiden* is slick enough, but the lacklustre gameplay fails to excite**



***Crescent Galaxy* was a real disappointment. Smart graphics failed to mask an archaic and frustrating shoot 'em up**

← But whilst the immediate future is not so bright, a large number of third party developers have titles of stunning potential up their sleeves. With brilliant games like *Alone In The Dark*, *Another World* and *Flashback* slated for the system, any judgement on the Jaguar is going to have to wait until these classics get the 64bit treatment. Id Software are scheduled to bring out a Jaguar version of *Doom* this July, and anyone familiar with the superb PC version knows just how exciting that could be.

Attention To Detail are the developers behind *Cybermorph*, the Jaguar's finest game to date. They are currently working on two new titles – *Battlemorph* and *Blue Lightning*. **Edge** quizzed Project Manager **Chris Gibb** about the new machine...

Edge What can we expect to see as programmers become more familiar with Jaguar's capabilities?

CG To be able to write routines that we know cannot be bettered later on – that are really doing the chipset justice – will take a year or two. The routines that drive the games will go through several iterations of optimisation. In other words, the things will just go quicker.

Edge How will this improve the games?

CG It basically just improves the frame rate, but people want to do something different. In *Battlemorph*, we're using that extra speed – the time that we've saved – to include texture-mapping.

Edge Is Jaguar a multimedia machine, or a games console? Can it be both?

CG Jaguar is here right now, and therefore it's having to deal with the market we have right now. It's been proved by people like Philips, and Commodore with CDTV, that the market isn't there for a 'multimedia machine' concept, whatever that might be; people haven't taken it up in their droves. So the Jaguar is definitely aimed at the gamesplayers of today.

Chris Gibb, co-founder of Attention To Detail

Edge What is Jaguar's greatest strength?

CG The ratio between its power, and what you have to pay for it. That, I think, is going to make the difference in the marketplace, and that's why I'm someone who's prepared to put their name behind the machine. The fact that Jaguar is a cartridge-based machine, with CD as an option, is very important. I really do think that the market for cartridge-only games will remain a strong one, although there is a place for CD. That's more of a longer-term option; it depends when the prices of the product come down – the cost of CD hardware is just too expensive. So the strength of the Jaguar is that, technology-wise, it's a cut above the current consoles, and – okay, it's going to have its hands full when new consoles come along next year – but the price is the thing that's going to make it.

Atari's 64bit console should retail for £230 when it finally gets an official release in this country (probably around June, but it could be later). At the moment, imported machines are extremely scarce, as stocks are being devoured by a hungry US market. If you *can* find an imported console (try the **Edge** directory) expect to pay between £270 and £300 for it, with imported carts setting you back a mere £45. The CD-ROM drive is due to cost in the region of $200, which will probably convert to a hefty £200.

ATD's *Cybermorph* stands head and shoulders above the currently available Jaguar software

Jaguar tech specs

Manufacturer: Atari

Format: Cartridge with 8x JPEG compression. 300K/sec CD drive appearing later

CPU: Motorola MC68000

Graphics: Two custom 64bit RISC processors; high-speed Blitter GFX chip with hardware support for Z-buffering and Gouraud shading; custom graphics processor with 27 Mips

Memory: 16 Mbits RAM

Colours: True colour from palette of 16.7 million

Sound: DSP with 16bit DAC

Resolution: up to 720x576

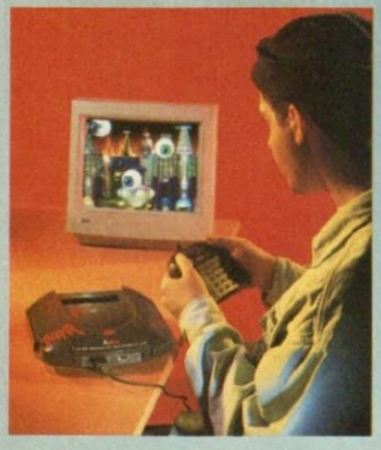
FMV: CinePak; MPEG1 option before end of '94

With two Atari-designed 64bit RISC processors – amusingly named Tom and Jerry – at its heart, and a Motorola 68000 co-ordinating the data flow, the Jaguar is roughly on a par with a high-end PC. For the price, this is extremely impressive – although the Saturn and PS-X, despite being 32bit machines, are vastly more powerful thanks to potent custom hardware.

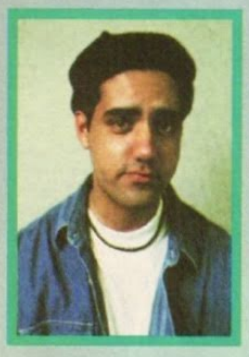
At present, Jaguar is a cartridge-only beast, with JPEG-assisted ROM compression. Specialised graphics chips can handle realtime rendering of 3D shaded polygons, as demonstrated by ATD's entrancing *Cybermorph*.

THE FUTURE — NOW!

ATARI'S $200 WORLD BEATER



Atari's 64-Bit Jaguar is the most technically awesome games console ever created. It's a revolution, not an evolution and it has the power to out perform most coin-ops. The system will offer massive games with up to 400 Megabits per cartridge, and – get this – it's around 849 times faster than a SNES or Mega Drive at animation!



Brace yourself for a console revolution. Atari's three-year secret has been revealed, clearing the path for the next generation of games systems. Thing is, there isn't going to be another cartridge-based system to rival it for a few years, so it's unique.

Comparisons with 3DO are inevitable, but frankly these are two different systems: Atari's Jaguar is a cartridge-based system while 3DO runs off disc. A few years back there was a consensus among software and hardware developers alike that CD would be the format of the future. However, its data transfer rates can be sluggish.

The truth is, 700 odd Megabytes of CD game takes ages to develop, and lengthy development costs bucks. That's why action games on the likes of Mega-CD and PC-CD never make use of the full storage of a disc, and if they do it tends to be for something silly like soundtracks. Atari has made the sensible compromise and opted for cartridges – plus a CD option. The difference with these cartridges is that they can store massive games but at a low price thanks to data compression. Cartridges are still the only efficient way to offer improved graphics and sound for a game, so it's an obvious solution to make them bigger. Chris Gibbs, who's developing the Jaguar game Cybermorph says: "With compression, Jaguar games can get very big indeed." CD, on the other hand, is fine – but it's still primarily seen as a storage medium by developers. So, which ever way you look at it, the Atari Jaguar will offer you the best of both worlds.

The 64-bit Jag makes 32-bit out-of-date already!

SPEND

Atari claims that it has got its act together with the Jaguar. Its UK Marketing Manager, Darryl Still, says that Atari "has a well planned launch campaign backed with a huge advertising spend and careful management." However, we've heard this sort of claim from Atari before. Its Lynx handheld proved that top technology doesn't guarantee success; then again, the Lynx tried to be a mass market games machine, but Atari didn't put a large enough marketing spend behind the machine. This time though, Atari has virtually emptied its bank account to make sure that next year you're going to know what Jaguar's all about!

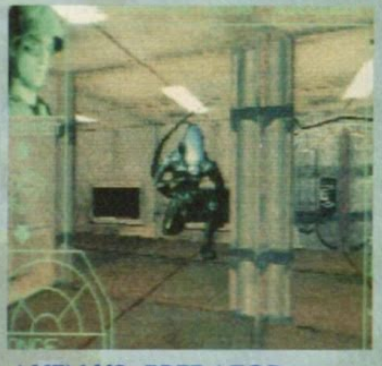
The price point of £200 is crucial. Says Bob Gleadow, Atari's UK MD: "The Jaguar is £2,000 of hardware for

TECH TALK

Jaguar cartridges support an enhanced JPEG image compression system (JagPEG). This permits 48 Megabits of uncompressed data per cartridge or 400 Megabits compressed. The Jaguar can uncompress in real time without altering the gameplay. There's 16-Megabits of RAM inside the Jaguar to hold the game data while playing – so you can imagine the potential for data transfer. The bus bandwidth of the Jaguar (which is how data moves around inside) can shift 106.4 Megabytes a second: more than twice that found in a 3DO.

CRESCENT GALAXY
The first horizontally scrolling shoot-'em-up on the Jaguar and already it's got the best looking end-of-level bosses ever seen outside of the arcades. Graphically this is exceptionally smart and makes full use of the 16.7 million colour palette in the system. All objects are ray-traced with lovely reflections and good use of lighting effects.

The game places you as Corporal Trevor McFur in a deep space reconnaissance mission to save the world. How original. Anyway, there are only nine levels and the action doesn't seem particularly engaging. Still, visually it has that "wow" factor.



ALIEN VS. PREDATOR
You play the role of the Alien, Predator or Marine in a 3D maze environment. Each character has their skills and you must defeat the others. The version we've seen doesn't have any gameplay elements in it as yet but the scrolling graphics are creamy smooth and graphically moody. Lots of potential in this one.

SOUND

On the sound side the Jaguar has 12 channel full 16-bit stereo sound, which is as good as you can noticeably get. True-life effects can be sampled and the dynamic range is wide enough to deliver bass with conviction and treble with fizz. There's just no possible reason why any Jaguar game should sound naff, so developers you have been warned!

With its processing power, the Jaguar works nicely as a complex multimedia platform. The controller ports can handle digital and analogue interfaces such as keyboards, lightguns and mice. It's equipped with a 32-bit expansion port, ensuring that anything connected runs at top whack. Next year Atari will release a CD-ROM module, offering the option of superimposing graphics on to full-screen, true colour video. Like most CD-ROM players, this hardware will play audio, Karaoke and Kodak Photo CDs. An MPEG 2 (Motion Picture Expert Group) is also in the pipeline. This will allow users to watch the new CDV format of full-length movies on three-inch CDs. More interestingly, there are plans to launch a Virtual Reality helmet because, quite frankly, the system has the technology to make decent use of one. Don't get too excited though, because even the Jaguar lacks the power required for true virtual reality and the helmet will have to pass US standards first.

less than £200." It may seem a bargain to people who understand the technology but for Joe Bloggs it's just a games machine – so the low price could be vital.

FISH AND CHIPS

The machine is named after the chip set inside. Pumping a full 64-bit architecture, the system is capable of 55 MIPS (Million Instructions Per Second). That's a phenomenal amount of processing punch in itself; but the Jaguar has a custom object processor too, which teams up with the 3D specific hardware necessary for real-time 3D ray-traced graphics. Technology like this imposes no restrictions on graphic manipulation. You can move anything in any direction and in any quantity. As such, slow-down is something you definitely won't experience on a ☛

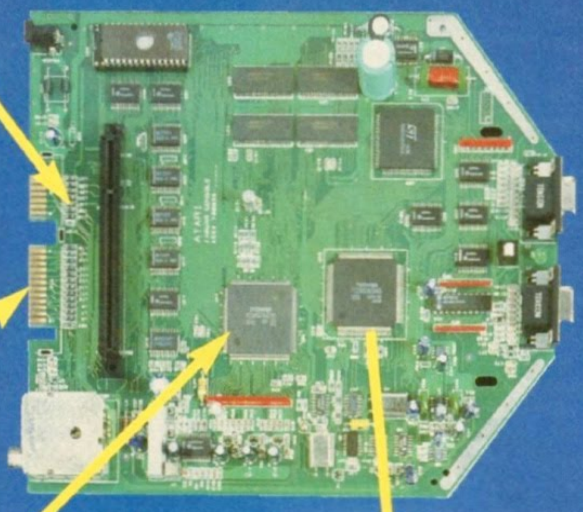
CYBERMORPH

It's a bit like StarWing, but the version we saw didn't have much action. The object is to rescue stranded survivors of a dying war hidden in numerous pods. Cybermorph shows the power of the Jaguar in handling vector graphics, with hills that are texture mapped and blessed with smooth shading and lighting. What we've seen so far is smooth, fast and technically very impressive, but the best bit is watching the Cybermorph craft morph into different shapes in real-time depending on what needs to be done, be it attacking or rescuing. Looks good, and we'll be reviewing the finished item next issue. Exclusively of course.

GET WITH IT

Thankfully, Atari is allowing developers as much freedom as possible to develop their games, and that's vital considering that technology means nothing unless the software can make use of it. Atari has a list of over 20 development houses waiting to start on the Jaguar. Gary Bracey, Development Director for Ocean states: "Technologically, the Jaguar appears to be leading the pack at the moment; so we're excited by the prospect of developing for it. The price is right, the technology is right and, with the right profile marketing, the Jaguar will go a long way."

IN THE BOX



The Jaguar board has been carefully designed with expansion in mind. A 32-bit slot is the business when it comes to adding the likes of a CD-ROM; it allows faster data transfer. Even so, the slot can accept virtually any kind of device you care to think of. A virtual reality helmet is waiting for US standards approval, while a modem interface will permit Jaguar link-ups and even head-to-head duels over the phone line!

Display output from the Jaguar covers all possibilities. You can use a regular RF picture for your TV to ensure compatibility; but you get the best definition if you use Super VHS or RGB (as coin-ops use).

Tom is an unusual chip and consists of four other units: a blitter (for moving large graphics); an object processor (for generating sprites); a memory controller (for handling the two Megabytes of on-board RAM), and a graphics processing unit. Tom is capable of displaying a 720 X 576 resolution display (640 X 480 on the 3DO). Tom can also animate 850 million pixels per second (64 million for 3DO) in 16.7 million shades of colour.

Jerry handles the superior DSP (Digital Signal Processor) for sound. Jerry also uses a 13.3Mhz Motorola 68000 chip (as found in Mega Drives) but just for controller purposes.

Are we good to you or what? The only Jaguar in the country and we've taken it apart. The machine is designed around two custom chips called Tom and Jerry. The total system speed for the Jaguar is benchmarked at a staggering 55 MIPS (Millions of Instruction Per Second). Just bear in mind that this rating reflects the total system speed. Tom and Jerry are actually 27 MIP devices, but take it from us, the Jaguar's architecture permits fluid data handling with no bottle necks in the system. Outstanding!

Jaguar. As Kris Johnson of States-based Beyond Games says: "The 64-bit power of the Jaguar allows us to move light years beyond today's game standards."

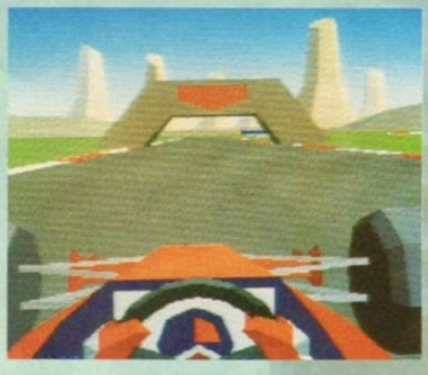
Graphically, the Jaguar is capable of the most advanced texture mapping yet. This is a process by which images can be wrapped around 3D polygons to smarten them up a bit. In addition, the hardware is also capable of special 3D effects including rotation, image distortion, morphing and pseudo lighting effects. This means that objects interacting on the screen can affect the way in which light bounces off their surfaces – just like the effects found in films like The Lawnmower Man and T2. Naturally, all this is presented through a hi-definition output, with more than twice the resolution of a Mega Drive, using a 16 million colour palette to ensure photo-realistic definition as a standard in Jaguar games.

MONEY

Atari will be spending 48 million on promoting the Jaguar next year. Initially, production will be limited with around 100,000 units in the USA before Christmas. You're unlikely to see the Jaguar in any quantity over here this side of Easter, but importers are promising to have them available by the time you read this. Console Concepts (0782 712759) will definitely have loads. When it does reach our shores the official retail price of £200 will include one game and one control pad. There are only 10 games scheduled for the machine at the time of writing, but it's still early days. Stick with CVG and together we'll follow the birth of a new future in entertainment.

DENIZ AHMET

OK. So it looks and feels a bit cheap – but it gives you 17 buttons for gameplay. Plastic slips can fit over the keypad for instructions. The leads do look worryingly short on the pads that we've been using, but Atari assures us that they'll be made longer.



CHEQUERED FLAG II

Looks like Sega's Virtua Racing eh? Well, it plays the same too. You can move in and out of the car just like you can with the coin-op, but the graphics are very samey. The speed of this is incredible and, once again, very smooth. Handling is realistic, but the version we've been playing doesn't have any other cars to race against. Atari assures us that the finished version will be even faster and more detailed than the screenshots here. This is also likely to be the bundled game with the machine. Wild!

TEMPEST 2000

A conversion of the classic arcade game in which you rotate around different shaped structures while blasting 3D baddies. There are lots of new additions, such as spins and twists and a starfield background. The cartridge will include two versions of the game: the original shown here and an enhanced version with filled-in 3D polygon graphics making full use of the Jaguar's advanced special effects. It's an old game, but it's very addictive. The sound effects will totally blow you away.

✳ STOP PRESS ✳

PRICE CUT RUMOURED

At the time of going to press we received an unconfirmed rumour from a leading 3DO developer that, come the new year, the price of the 3DO will be cut by $400 dollars to $399. If true, we are witnessing the beginnings of a full-blown war for a new games market, involving not only the Jaguar but, here in the UK, Commodore's CD^{32}, priced about the same as a $399 3DO.

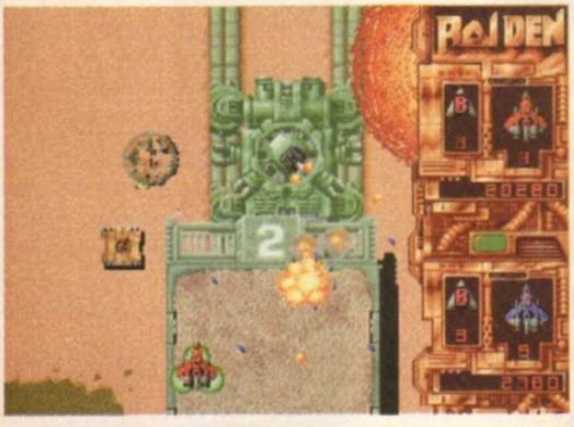
NEWS

Atari put on its best blue business suit for the official world launch of the Jaguar. The event took place on the 48th floor of the Time-Life building in Manhattan and had that in-yer-face approach that Americans dismiss as showbiz. CVG was there.

BIG APPLE LAUNCH FOR THE JAGUAR

This is a still from the Jaguar telly ad campaign, which you'll no doubt see when the 30,000 machines en route to Europe actually get here.

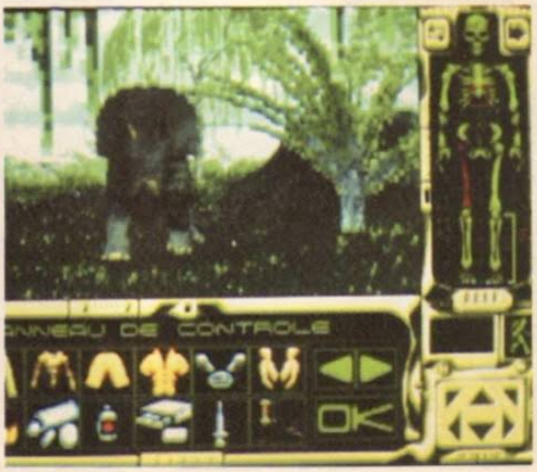
Addressing the 120-strong delegation of journalists, developers and retailers at the recent New York launch of the 'Jagwaa' (that's how they pronounce it over there) was Sam Tramiel, President of Atari. Tramiel told the computer and video game industry representatives how the promotional campaign for the 64-bit console 'will rip at the guts of the Jag's 16-bit rivals'. Also on his agenda were some new details about a CD drive for the machine which is planned for 1994, and about an even more powerful Jaguar Mark 2 for 1996; he even hinted that one day there might even be a Jaguar computer.



Raiden. This vertically-scrolling coin-op has already been seen on the SNES, Mega drive and PC Engine. Atari allege that the conversion to the Jaguar will be the most accurate yet.

Jaguar – the 64-bit console. Not to be confused with the 6.4 litre car of the same name.

Silmarils is converting Robinson's Requiem, its Amiga and PC sci-fi game, on to Jaguar. Set on a distant planet in the future, you play a hunted man in an astral prison. The variety of terrains in the game should give more than enough scope for the Jaguar's texture mapping magic.



BORN IN THE U.S. OF A.

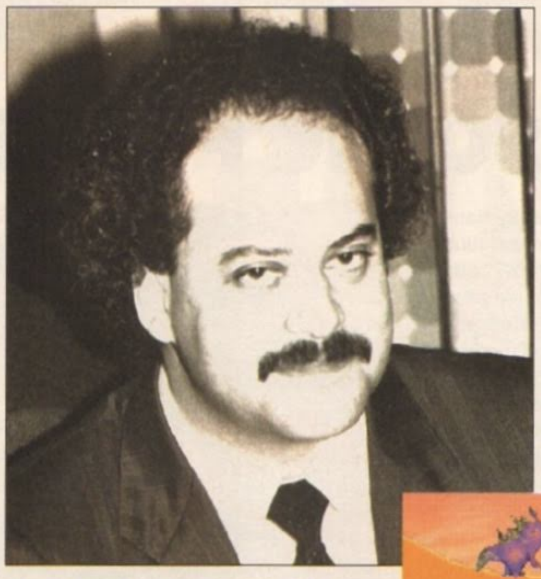
Extra large helpings of mom's apple pie were served at the press launch. Atari pointed out it had made sure that everyone who buys the Jaguar will see the words 'Made in the USA' plastered all over the box. Apparently, it's all to do with Americans feeling miffed about the Japanese approach to doing business.

KEY TO SUCCESS

The shindig's main purpose, though, was to demonstrate Atari's commitment to the Jaguar. It was also an opportunity to thank Toys 'R' Us and other daft-named chain stores, such us as We Love the Wiz, who are stocking the Atari machine as part of a number of do-or-die sales pushes in and around New York and San Francisco; it's here where success will be crucial.

NEW GAMES

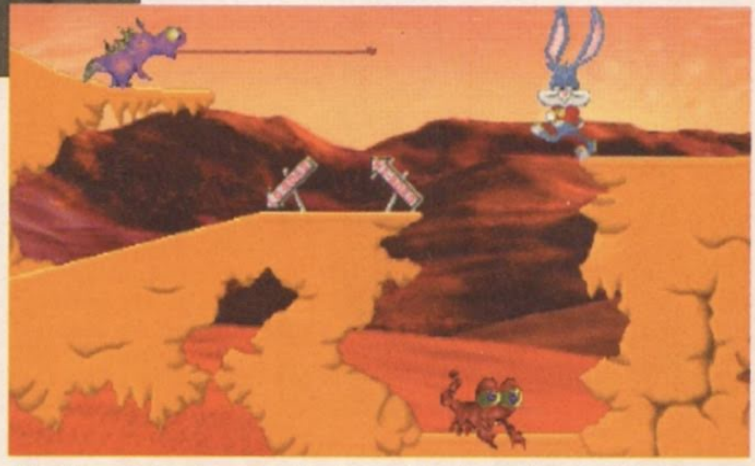
The big news of the night however, concerned the string of software houses who have now signed up to develop on the Jaguar: Activision, Virgin Interactive Entertainment, UBI soft, Gremlin, MicroProse, Accolade and 21st Century will be publishing some of their best-known titles for the Atari machine. Expect to see Return to Zork, Battle Chess, Jimmy Connor's Tennis and Zool along with big-name football and pinball conversions from Imagineer and 21st Century respectively. Howard Marks, Chairman of Activision Studios, claimed: "We think that the Jaguar is a great machine that has great game power. Return to Zork will be the best adventure game on that platform". Hardly an unbiased opinion, but a chink in the wall of silence that has so far been the response from the software industry to the launch of the hot, new console.



Sam Tramiel, Atari President and big 3DO fan (as if).

THE BIG CHEESE

Atari's President, Sam Tramiel, announced a cut in price for the CD drive, due to be launched early next year, down from $200 to around $150: "I'd like to keep the price as competitive as possible. We can do that because the drive will be dumb in so far that everything it needs memory-wise will already be located in the Jaguar." MPEG 1 and MPEG 2 cartridges will be produced, allowing owners to watch music videos and CD movies owned by Atari collaborator, Time Warner (of Batman fame).



Tiny Toon Adventures for the Jag will be based on the Warner Bros characters. Licences of Warner products are easier for Atari to come by as the two companies have longstanding connections.

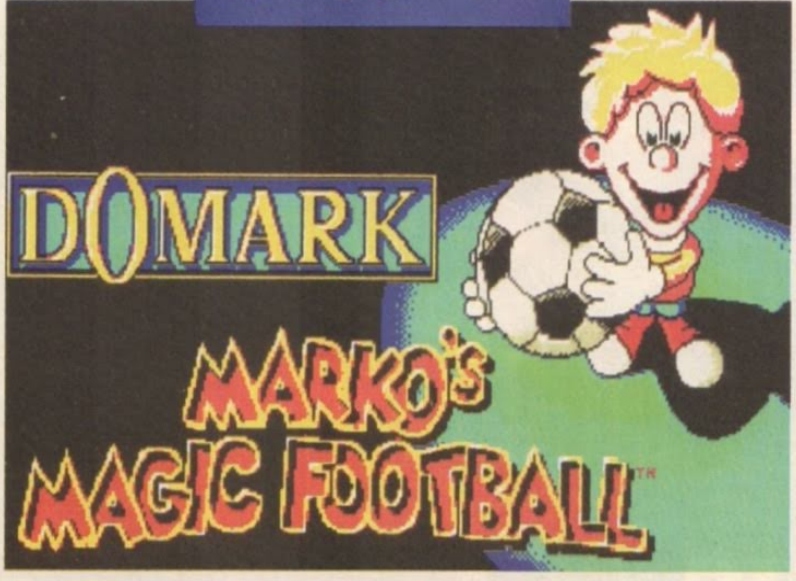
COULD IT BE MAGIC?

DOMARK: 081-780 1540

Domark is blowing its whistle at its latest title currently in development. Marko's Magic Football rolls on the lines of Soccer Kid from Krisalis: a little kid is out on an adventure blasting baddies with his ball instead of a machine-gun or something. Due out in March '94 for the Mega Drive and Game Gear, with Marko himself set to become Domark's new mascot.

Some of the dudes Marko is gonna have to play ball with in his forthcoming game.

~~Soccer Kid~~ Marko Magic sprites practising ball control.



Separated at birth? Marko's Magic Football looks very similar to Soccer Kid. Don't you think?

HI-FIDELITY GAME SOUNDS

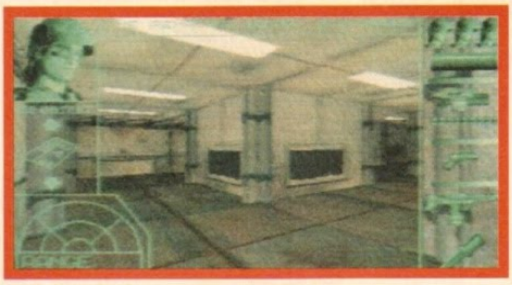
INTERPLAY: 0865 390029

Fed up with crap sounding games? Interplay, the name behind the likes of Rock 'n' Roll Racing, Lost Vikings and Robocop Vs Terminator on the SNES would like you all to know that its SNES games have the best quality sound possible (and we agree!) Using a new system called ARDI the company has succeeded in producing hi-fidelity samples and effects. The music in The Lost Vikings is probably the company's finest moment, so if you've connected your SNES up to a hi-fi, tune in.

ATARI JAGUAR

Coming in at under £200 when it finally hits these shores, Atari's Jaguar looks like the machine to earn the title 'Most Likely To Succeed. It's the most powerful system around, it's cheap and it's got the biggest carts ever. Editor of CVG, PAUL RAND, tells you what he knows.

Packing an incredible 64-bits of processing power, the Jaguar is the most powerful home system. And at £199.99 when the it's released early this year, it's also the cheapest of the new machines. Not only is the Jaguar incredibly powerful, containing an array of custom chips to handle all manner of graphic effects, games cartridges can hold a huge amount of information – up to 400Mb which is over 20 times the size of normal Sega or Nintendo carts. Because the data is cleverly compressed as opposed to massive amounts of ROM chips being used, the carts are also relatively cheap, at around £40 per go.



Digitised graphics is what gives Alien vs Predator that 'realistic' feel to it.

Darling, lovey

The machine on everybody's lips of late, Jaguar is also becoming a darling of the industry. It seems the world and his wife is busily developing software for the system, mainly because of the impressive tech-specs – Jaguar puts many coin-ops to shame – and partly because, let's face it, it's the machine that everybody wants to own at present. There are only a handful of titles available for Jaguar now, but come the UK launch in a short while there should be a veritable avalanche of quality software from many of the big software houses around the world.

Chequered Flag will have coin-op quality graphics.

TECH SPEC

CPU: 64-bit

SPEED: 55 million instructions per second

RESOLUTION: 720x576 pixels

GRAPHICS: 850 million pixels per second animation

COLOURS: 16.7 million

SOUND: DSP with 13.3MHz 68000

CART SIZE: Up to 400Mbits with data compression

PRICE: £199.99: CD drive will cost £150 in Summer

JAGUAR BEST AT GAMES?

There are some exciting games planned for this 64-bit monster: Crescent Galaxy boasts some of the best graphics seen in a shoot-'em-up; Chequered Flag 2, on an ordinary machine this would be impossible to produce, but thanks to the Jag this polygon-filled 3D racer looks as good, if not better, than Sega's Virtua Racing coin-op; Alien vs Predator, uses digitised graphics to create a realistic environment as you battle two of the nastiest monsters ever to grace the cinema screen. All this and more is coming on Jaguar – and with the CD drive available come the middle of the year, a whole new world of games will be open to Atari's newest beast.

LAS VEGAS REPORT - JAGUAR

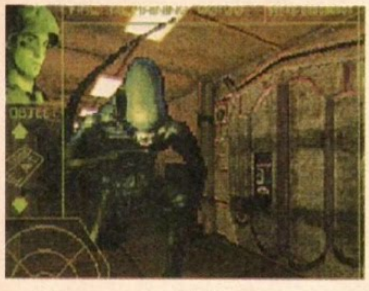
✦ CES ✦

Where better for Atari to shout and holler about its 64-bit super console than the Vegas Computer Entertainment Show...

The Atari stand, despite its formidable new machine, seemed to have been relegated to a stand on the far side of the arena –hardly the prime position it was no doubt hoping for to sell its new wonder machine! As you might expect, though, visitors to CES went hunting for a glimpse of the Jaguar, and they weren't disappointed once they found it. Software is sparse at present; however, thanks to some clever marketing and the employment of several helpful young Jaguar ladies, we managed to secure all this fine information on all the best forthcoming 64-bit games! The Jaguar has managed to pick up four out of five awards at the CES, given out by the American press, among which were Best Console and Best Game (Cybermorph). Take a look here and see what else is on the way.

ALIEN VS PREDATOR

This has come a long way since the early development pics were shown to the press. Players select either the Alien, the Predator or a Space Marine and skulk around 3D rendered tunnels and mazes getting to grips with digitised monsters in the texture mapped locations. The Alien can use its tail and razor-sharp jaws



to fight with. The Predator uses sophisticated weaponry like infrared night vision to seek out its victims while the poor old Marine has to rely on the tried-and-tested machine-gun and computer equipment to hunt the others down. The camera even races along the corridors to recreate the high tension chase sequences in the Alien movie. (Want to read more about this sexy new title? Turn to our in-depth preview on page 24.)

CHEQUERED FLAG 2

Touted as Virtua Racing on the

Jaguar and just about finished you can't fail to be impressed by its smart swish looks and speedy frame rate.What with the Mega Drive version of Virtua being so incredible, Chequered Flag 2's got to have the gameplay to match the graphics if it wants to be a real contender and not just a high-end also-ran.

CRESCENT GALAXY

Simply a bog standard shoot-'em-up with flashy ray-traced graphics. Not even the stunning backgrounds and massive pseudo-3D guardians

can lift this one above the ground. Just your average run-of-the-mill shooter I'm afraid, that admittedly attempts to show off what the Atari Jaguar is capable of graphically.

EVOLUTION: DINO DUDES

The Jaguar needs this version of Humans like it needs 50,000 volts

passed across its 32-bit bus! Move the cavemen from one end of the screen to the other by balancing them on top of each other and using various objects that they find lying around. This is not what the Jaguar was created for, Atari – let's not let it happen again, eh?

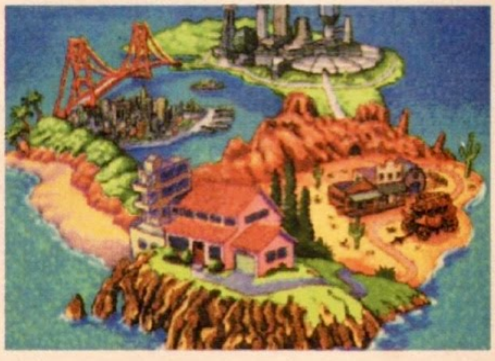
TINY TOON ADVENTURES

Specially enhanced version of the Konami classic with

more animation and fabulous sound. There might even be some cartoons included in the game to reward players who have done well. But the amount of colours (16 million of them!) and graphics speak for themselves.

CLUB DRIVE

Set off around the globe on a Sunday drive like no other you've experienced before! A cross between Hard Drivin' and Micro Machines, all programmed with 3D polygon graphics. Race around carpets and breakfast tabletops, avoiding the marmalade (thin cut of course).

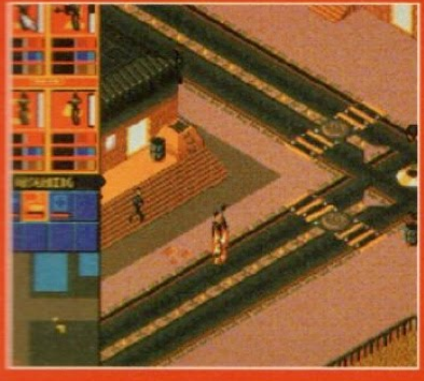


THE CAT SET FREE AT LAST

Atari's Jaguar has finally arrived officially, but you'll have to move fast as there's only 1700 in the country. The first batch is on sale at Rumbelows' Games Arena for £249, although it's expected that once they hit the High Streets in earnest the price could rise to something closer to £299 – considerably more than the £199 price point Atari originally had in mind.

Meanwhile sales in the US are reported to be healthy, with sales in the region of 50,000 – 100,000. Judging by the mammoth effort and missed launch dates when it came to getting the actuall console out on the shelves here, it looks as though the CD drive could be a long way off indeed. And we're still waiting for wow! games such as AVP.

JAGUAR SPLASH



Not being the kind of company to miss an opportunity, Ocean is forcing its way into the burgeoning Jaguar market with two new signings. The Manchester-based firm has teamed up with the now independent Bullfrog to release its Amiga and PC smash Syndicate on Jag, along with Theme Park later in the year. This is exactly the kind of software support the Jaguar needs if it's to mount a serious bid to become the number one console in the country.

NEWS IN BRIEF

TETRIS ON THE BRAIN

The Tetris game is currently being used at the University of California to test how the brain responds to complex activities. Scientists have already discovered that good Tetris players have a very low glucose metabolic rate. Does this mean that people who drink Lucozade are crap at Tetris?

JAGUAR PC BOARD

Sigma Designs, the people behind the ReelMagic board for PC, are going to be producing a similar board which will allow PC owners to play Jaguar CD games. This should be released around the same time as the CD-ROM drive for the Jag towards the end of the year. Expect it to cost more than the Jaguar itself!

MADNESS FROM THE EAST

As scientists continually strive to find an alternative to the silicon chip (which apparently can't be improved any more) a Japanese scientist is claiming success in his experiments with 'humanoid chips'. He's successfully 'grown' brain tissue into a circuit structure which responds to electrical impulses. Unfortunately, his project has been put on hold following the 'death' of some boards.

VIRTUA RACING HOT LINE

Import copies of Virtua Racing are triggering cordless phones to ring if played near one – either that or the Lawnmower Man is back in town! The problem is something to do with the special frequencies used by the SVP chip, so don't call BT, Mercury, Cellnet et al with your complaints.

USA

KITTEN'S GOT CLAWS

Atari revealed a number of new plans for the Jaguar. As well as demoing its CD-ROM drive it also unveiled an awesome 32-player simultaneous network game system and a range of new titles. If Atari can get more hardware and its better games into the shops in time, the Jaguar could win new fans this Christmas...

Data Voice Modem

Whereas most consoles can offer up to five players at once cramped around one machine, Atari's new Data Voice Modem for the Jag lets up to 32 players go head-to-head with each other. It works pretty much like a conventional modem, but with an added communications headset which lets you talk to the other players while playing the games.

wolfenstein 3D

ID Software
Atari has finally managed to release shots of this 3D blaster – and it looks great. The graphics are streets ahead of the PC version – most notably, the character graphics don't Lego-ise when you get close.

cd-rom update

The much-vaunted Jaguar CD drive had a limited showing although, disappointingly, its showreel video didn't feature any games. The drive will be compatible with Cinepak, which is the FMV system employed by Mega-CD games, although in this case the graphics will be in 24-bit colour and high resolution. It also has a built-in on-screen light show, written by Tempest 2000 programmer Jeff Minter, which plays alongside audio CDs. Finally, Atari is working on an M-PEG compatible cartridge so the Jaguar will be able to play CD movies.

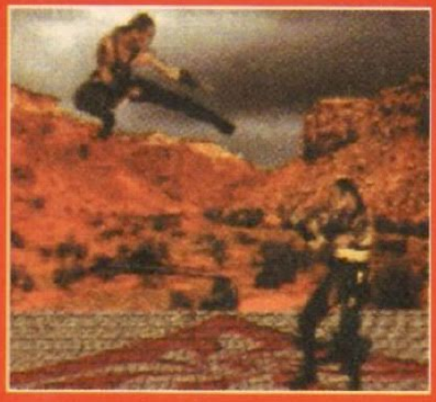
pinball fantasies

21st Century
This game has proved popular on floppy formats, so it seems logical that it should be heading towards a console. It shouldn't be a hard game to convert, all we want is a few extra features adding to the tables for this version.

syndicate

Ocean
Bullfrog's ace futuristic strategy game should go down a storm when it hits the Jag. This version will have an even darker, meaner look to it than the others.

ultra vortex



Beyond Games
Beat-'em-ups are an inescapable fact of consoles, and here's the Jag's answer to Mortal Kombat. Ultra Vortex features digitised character and backdrops and wads of special moves. It's still at quite an early stage, but it's already looking good.

double dragon V

Williams Entertainment
Another beat-'em-up, but this one's coming out on more than just the Jaguar. It could be the first real chance to compare the Jag to its rivals. However, it turns out that this is the kind of big name game that Jag needs to put it up there with the major league consoles.

club drive

Atari
As if Chequered Flag wasn't enough, Atari have a second driving game up its corporate sleeves. Club Drive is a more sedate game, combining polygon graphics with sprite-based scenery. It looks dead smart.

rayman

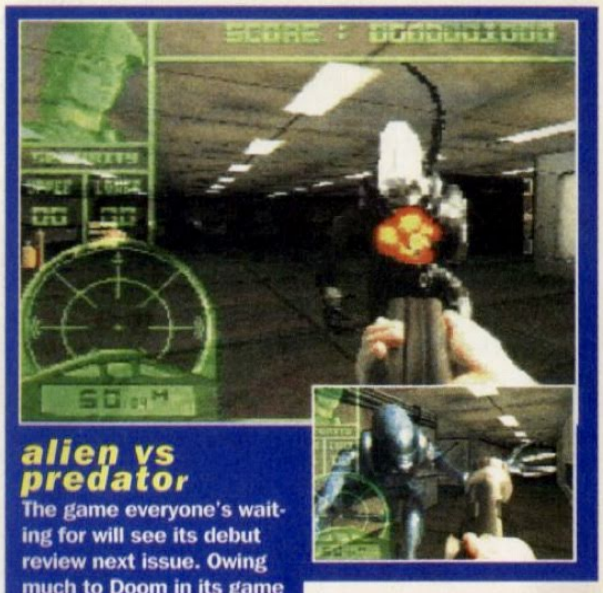
UBI Soft
The number of cutesy platform games slated for release on the Jaguar are so far few and far between, but this one from UBI soft sure looks pretty, although it needs a few tweaks before it's finished.

Jag attack...

Atari is gearing up for the UK onslaught for its awesome Jaguar console with a large chunk of its 100,000 European shipment landing in a shop near you by August, and with the promise of 25 games out before Christmas.

If you can't wait any longer, Rumbelows is currently giving the system a big push with a retail tag of £249.99 and six games at around £50 each.

As you'll be seeing and hearing a lot more on Jag soon here's an update on what games will be heading your way this side of Christmas.



alien vs predator

The game everyone's waiting for will see its debut review next issue. Owing much to Doom in its game style, AVP looks totally jaw-dropping thanks to its moody graphics and translucent effects. This 112M-bit game enables you to play the Alien, Predator or Marine, but with the Alien you can scroll twice as fast and use the air ducts strategically. This game could make the Jag fly.

flashback

Flashback has converted superbly to numerous formats already, so there's no reason why this shouldn't be improved in the process to Jag. Although it's getting on a bit now, this game is still an excellent platform adventure and will give the Jag its first taste of roto-scoped animation. The plot has you battling for escape from a strange land after being zapped in a gone-wrong experiment. The best version so far?

doom

If this is as big as the PC version it'll be a hit for Atari. Hunt out the exit for each stage while causing death and destruction Jag-style. Doom's appeal is its uninhibited use of violence and devastating array of collectable weapons – and there's no change with the Atari version. Doom is the sequel to Wolfenstein 3D reviewed on Jaguar on page 92.

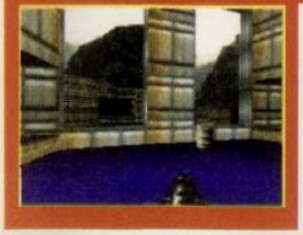
double dragon

This game is going to appear on more formats than you can count – so look out for our unique multi-format review soon. DD is a purist one-on-one beat-'em-up. We're keen to see how well it'll handle on a three-button pad.

eyes down

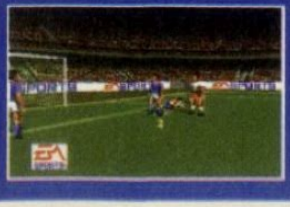
And keep those peepers peeled for more big news on these Jaguar games in the pipeline...

Demolition Man
Highlander
Dragon: Bruce Lee Story
Pinball Dreams
Gunship 2000
Lester the Unlikely
Cannon Fodder
Zool 2
Kickoff 3
Starbattle
Theme Park
Soccer Kid
Syndicate
Galactic Gladiators
Dragon's Lair
Rayman
Creature Shocks
Robinson's Requiem
Hosenose and Booger
Bios Fear
BattleWheels
Ultra Vortex
Droppings
Commando
Evidence
Air cars
Dungeon Depths
Wild Cup Soccer
White Men Can't Jump
Indiana Jag



checkered flag 2

Atari's answer to Sega's Virtua Racing is looking very coin-opish indeed thanks to the Jag's 16.7 million colours. Plenty of tracks and opponents should ensure it does favourably in the play stakes too.



▲ As with most combat games, the larger the character, the slower they tend to move but the harder they hit. Like life really - if you ever fight with a fat kid, kick him, then run away before he can hit back.

▲ This weird Dungeon Master bit is where you select the character you want to fight with. It's unnecessary, but it makes a nice change all the same.

▲ The death moves are gratuitously violent, but fun. Here we see the unfortunate loser now in two pieces requiring two coffins following an inadequate performance in the arena.

kasumi-ninja

● JAGUAR ● PLATFORM
● £49.99 ● OUT SEPTEMBER

Deadlines permitting, this September will see the release of the Jaguar's first beat-'em-up, Kasumi Ninja, which looks like being one of the major games on the console. The programmers have taken more than a few leaves out of the Mortal Kombat book, combining digitised characters, death moves and gallons of blood in a formidable fighting game which looks like being more than a match for anything else out there. The version we played was almost complete, bar the absence of a couple of characters and music. And boy, is it bloody. When you land a good shot the gore sprays everywhere, but unlike other games, the puddles it forms stay on the screen, so if you have a real strength-sapping battle lasting several minutes, your fighters are literally swimming in the stuff.

▲ Mastering special moves is vital. If you can't hurl fireballs or teleport around the screen you won't last long in the combat arena.

▼ A good blow is rewarded with an equally evil sounding noise. Best of all is the way they double up and groan when you land them a hard shot in the gut.

▲ Throws aren't particularly damaging, but they are a useful way of getting your opponent out of punching distance.

▼ The animation is exceptionally smooth, and the characters well-defined, set against the best backdrops yet seen in a beat-'em-up.

That should ▶ get the landscape swimming in gore.

connected

the wired-up gaming news section

Atari gets ready to

Virtual Boy launch postponed

launch its new all-in-

Dirt Race FX. Stunt Race beater?

one CD and cartridge

Revolutionary Saturn Software

console. While Acclaim

Acclaim goes licence mad with

starts the Judge Dredd

Batman Forever and Judge Dredd

hype machine rolling

Pippen: Apple's CD-i challenger

and Apple Mac launches

Nostalgia - give it a rest

its own CD games/edu-

Ridge Racer watch out

tainment console. Oh, and

Alien Trilogy on Saturn

Daytona's here (almost).

Atari's new cats

JAG CD TO DEBUT IN APRIL

After a quiet 1994, is Atari set for a '95 boom?

Finally, after much speculation, Atari has confirmed it will be releasing the Jaguar CD drive this April. The unit, which features a built-in version of Jeff Minter's Tripatron light synthesiser, is long overdue. Many programmers have complained that they haven't been able to make full use of the Jaguar's capabilities because of the memory limitations of cartridges. Also on the the way, although it's not set to appear here for a while, is an all-in-one Jag/CD machine. And any worries about Atari not being able to manufacture enough machines should be allayed after a $90 million windfall courtesy of Sega (and several law suits citing breach of patents are heading from Atari's solicitors to many big companies).

The Jaguar story doesn't stop there. In a recent interview Atari President Sam Tramiel said "...Atari is already working on Jaguar 2, an even more powerful system that we expect to launch in 1996.' No specifications yet, but we'll try to find out more and tell you as soon as poss. In the meantime we'll be bringing you a preview of the CD upgrade and all its software next issue.

The all-in-one Jag/CD unit, and above a Jag CD game – Blue Lightning.

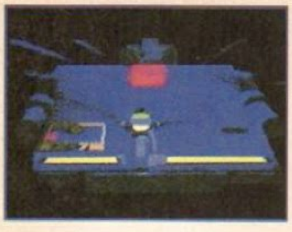
connected at ces

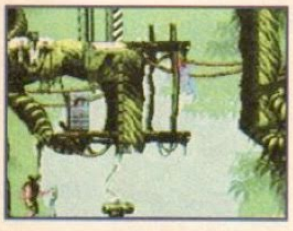
With Atari gearing up for the CD launch, there wasn't too much Jag Software. But what was around was certainly impressive...

JAGUAR BACK WITH A ROAR?

Flashback

Jaguar owners are in for a real treat when they get their hands on this spot-on conversion of the PC classic. It'll have all the features of the classic original, which means the instant accolade of 'best Jaguar platform game'.





Ultra Vortex

After the disappointing Kasumi Ninja, this is exactly the game Atari needs to save face when it comes to beat-'em-ups. Ultra Vortex looks very similar to Way Of The Warrior on 3DO, with large digitised characters and buckets of blood. One thing's for certain, it does have some of the coolest characters ever in a combat game.

Space War 2000

This novel head-to-head shoot-'em-up should work with the Jag Link cable so you can hook two machines together. It's basically very simple, just track down your enemy and shoot them with the biggest weapon you can find.

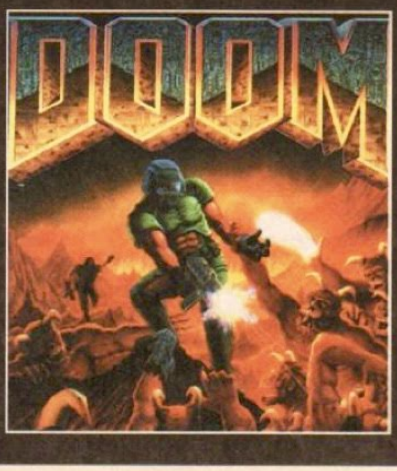
Hover Strike

The texture mapping and Gourard shading in this game certainly look impressive, but the programmers will need to incorporate a few gameplay devices to stop it becoming just another run-of-the-mill shoot-'em-up.

JAG WEAR

Following soon after the CD drive will be the Atari Jaguar's very own virtual reality headset. No price has been fixed as yet, and the technical specifications are at best sketchy, but if Atari can put it out at the right price, it could well be on to a winner. Even if it does look like you're wearing the console on your head.

3DO-K



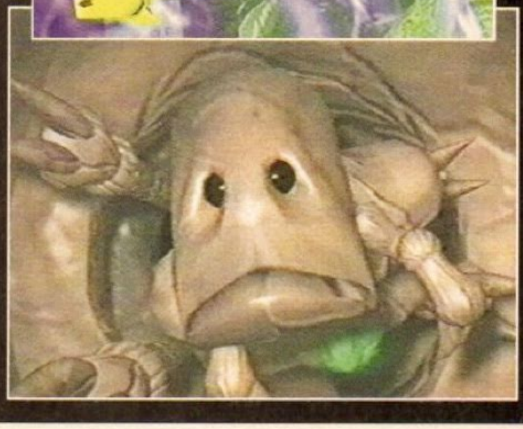
There wasn't much in the way of 3DO software on show – the majority of it being held over to E3 in May. The rumour that 3DO Doom was going to be the best version was whizzing round though, so we're currently hot on its trail and hope to bring you some shots next month. Creative labs finally unveiled the 3DO Blaster – the 3DO card for the PC – along with an estimated UK price of £179. Goldstar tentatively named April as a launch date for its 3DO, although it's slipped so much already we'll believe it when we see it.

ATARI'S CAT GETS THE CD CREAM

With the Jaguar's CD unit just weeks away from its launch, the first taste of a few shiny CD appetisers are filtering through the proverbial games percolator

CREATURE SHOCK

Virgin's interactive-ish CD-ROM title is to be converted to the Jag. At present it looks the same as its PC counterpart, but Atari promise that the action will involve some playability.



F1 RACER

Developers Teque are looking for a September release for their impressive F1 Jag title. Based on, yes you've guessed it, Formula 1 Grand Prix racing, F1 Racer will bring texture mapped driving thrills to Jag owners. The game will also boast a split-screen option and seven views to enjoy your drive from.

F1 Racer on Jag CD looks far more promising than the turkey that was Chequered Flag.

SOUL STAR

Core Design's 32X space shoot-'em-up is currently being warped over to the Jaguar. With 19 levels Soul Star on the Jaguar should boast a few enhancements over its Sega relative, but don't expect miracles.

Atari reckon they'll have an 20 extra titles by the summer and 100 by the end of the year.

BLUE LIGHTNING

Take to the skies in a variety of state-of-the-art jets in Atari's souped-up version of what was the Lynx's answer to Afterburner. What we've seen moves very quickly, but with only a few levels anywhere near complete it's difficult to gauge whether we're dealing with just another 16-bit style shoot-'em-up.

DEMOLITION MAN

Going on looks and first impressions this plays exactly the same as the 3DO version. Being packed with digitised segments from the movie and extremely mindless play, Demolition Man has every chance of being a winner.

FIGHT FOR LIFE

Another attempt from Atari to boldly go where Kasumi Ninja didn't. The beat-'em-up FFL will see eight Virtua-style fighters with 40 moves a piece.

VARUNA'S FORCES

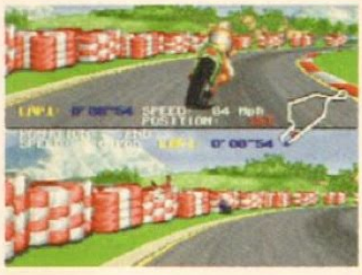
Jaguar owners are promised true interactive entertainment in this futuristic combination of rendered graphics, full motion video links and 3D shoot-'em-up, due for release about November.

ALIEN VIRTUALLY PREDATOR

After the success of the Jag's flagship title, Alien Versus Predator, Atari are currently prowling the nation sniffing for a team to develop AVP2. Why there should be a sequel to any game is questionable, but rumours are rife that AVP2 will feature the appearance of Atari's Virtuality helmet which was unveiled for the first time at E3. Although Atari bod, Daryll Still, wasn't too forthcoming, he did have this to say about AVP2: "I can forsee each player playing a different character from any of the films all linked up through VR."

BURN OUT

The end of June should see the release of this Nineties Super Hang-On clone: Burn Out. Set across eight courses, it also features a highly playable split-screen option.



BIG CAT CLAWS EA DEAL

Atari's padded a tentative claw forward this month by securing a deal with Electronic Arts. It's odds-on that Jag owners can look forward to conversions of the Wing Commander series, FIFA and Magic Carpet heading their way. Atari's other deals should secure a version of Sega's Daytona USA reaching the machine soon. Meanwhile, Acclaim are to produce three titles: an early '96 release has been penciled in for a Doom-style reworking of the Judge Dredd licence, while NBA Jam and Frank Thomas 'Big Hurt' Baseball are scheduled for Christmas.

WHITE MEN CAN'T JUMP

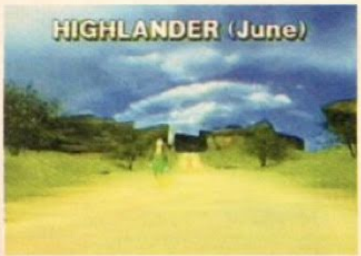
A tenuous spin-off from the movie of the same name will put two-on-two basketball on to an Atari cartridge. Played in four different styles of court, the game will feature a large variety of sampled swearing. 'Eat my shed, you muddy funkster', or something along those lines.

ULTRA VORTEX

Another bash at the lucrative beat-'em-up market will see Atari stabbing at the buckets of blood punters. Ultra Vortex has the look and large sprites of 3DO's Way Of The Warrior.

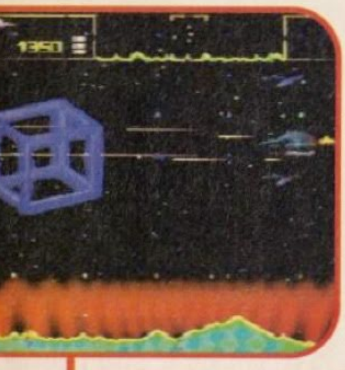
HIGHLANDER

Following the success of the animated Highlander series in the US, Atari have snapped up the licence. Early impressions liken it to the highly successful and influential Alone In The Dark series, but as we said, it is early days.



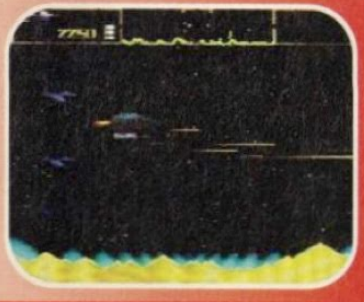
One Groovy

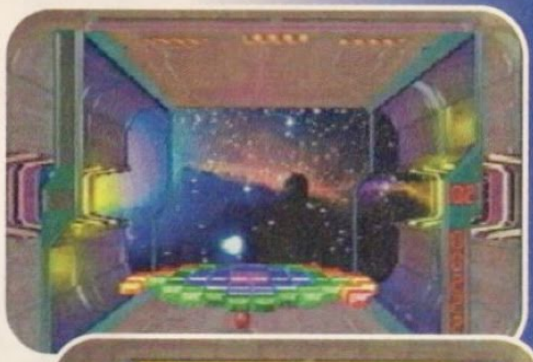
Atari have been criticised for not exactly flooding the Jaguar software market, but it would appear they've had a change of heart and decided to release billions of the bleeders. So allow us to present the first of our Jag preview round-ups...

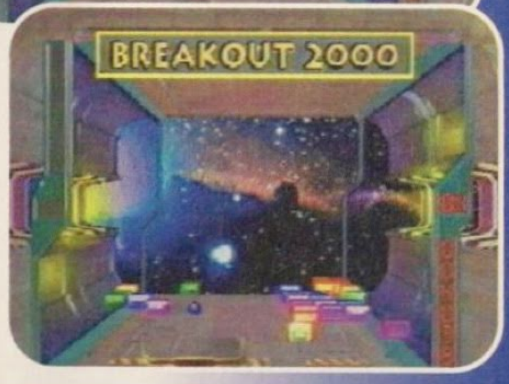


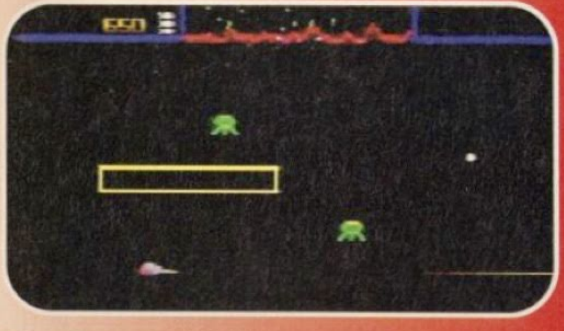
DEFENDER 2000

NOT CONTENT with updating the classic Tempest, Atari have now turned their attentions to another of their ancient wonders. Defender is the name of the game, although most of our readers are probably too young to have been born when it was first released back in 27AD. And now it's back in a big way, thanks to mad-as-a-loony llama fanatic Jeff Minter. The finished game will feature three play modes. The first is regular primitive-looking Defender, the second features strobing and pulsating psychedelic graphics guaranteed to a) do your eyes in and b) make your parents throw you out of the house for being a druggie. The third play mode (which isn't done yet) is the one everyone's excited by. It has utterly revamped graphics, runs faster and is generally ace and goes on forever. Once again, we'll have a full review as soon as it's finished.









BREAKOUT 2000

IF YOU'RE A follower of fashion and have a strange retro-obsession at the moment Atari have even more good news – Breakout, that oldest of ancient games, is also set for a 90s re-invention. In a Virtua-stylee Atari are adding screen depth and an amazing three whole dimensions to the action, as well as brick stacking, power-ups and a competitive simultaneous two-player mode. Bear in mind that the graphics shown in these shots are set to change quite considerably, so they'll look a lot less 16-bitty. The "back" of the screen will also curve upwards to provide a strange anti-gravity playfield at the top of the monitor, so we're told. Anyway, as old gaming grandads ourselves we're looking forward to this one like excited little puppy dogs in a pet store window upon sighting a small boy with a pocketful of cash.

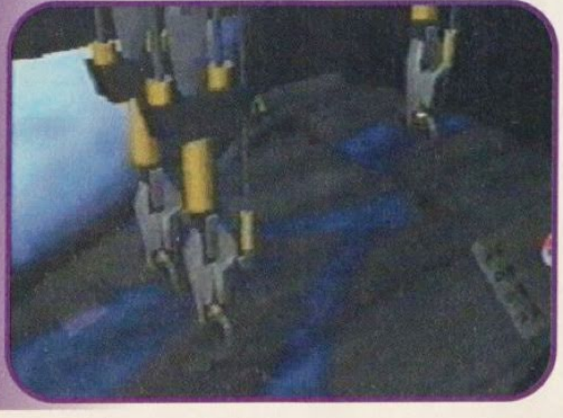
Cat

BLACK ICE/WHITE NOISE

DAVID BOWIE fans will obviously get the album title connection here, and they'll probably write into us about it as well because David Bowie fans are such pedantic old bores. Anyway, it's got stuff all to do with the lanky famous Lord's Prayer-reciting bloke, Black Ice/White Noise is, in fact, an action adventure RPG which mixes elements of puzzling, Doom-style exploration and an isometric-view running about sort of thing which is vaguely reminiscent of MetalHead on 32X with a person instead of a big robot. There's enough imagination on display in the early version we've seen to pique our curiosity, and we're certainly wanting to get a review in v. soon.

VARUNA'S FORCES

GAMES DESIGNERS the world over are reportedly very jealous of Veruna, because his Forces are widely acknowledged as being a font of gaming genius. Or somesuch similar. Already looking favourably comparable to the PC version, this is a futuristic war death strategy/action game with a healthy injection of mass violence. And that's about all we can tell you about it as yet, because it's still rather early on in development. Should be wicked, though.



IT'S THE SEQUEL to Cybermorph and... hey! Come back! Let's not get judgmental, as Battlemorph looks miles better than the rather disappointing prequel. The graphics engine has been completely revamped to get a smoother sense of movement and more responsive and natural controls. Well, that's the idea, anyway, and so far those wily Jag types seem to be on the right track. It's still too early to tell how the finished game will play, but given the – grrr – POWER of the Jag CD it should be pretty decent.

BATTLEMORPH

connected

OK, the Jag might not be a cool new console but Atari does have some up-and-coming titles on the way...

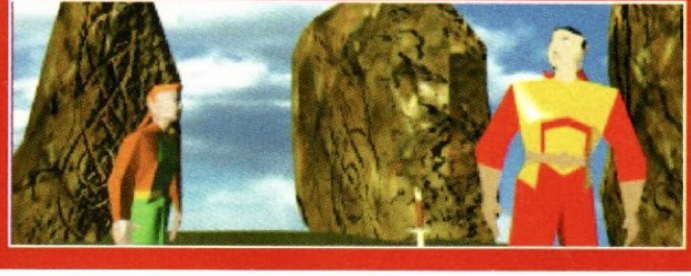
ATARI

PRIMAL RAGE CD

The third party game which aroused the most interest was Time Warner's conversion of Primal Rage for the Jag CD, definitely the best version of the game we've seen so far. The sprites are arcade-size and move in a convincingly unconvincing coin-op fashion. The sound's great too, and there's generally not much chance of disappointing coin-op fans when it's finally released.

HIGHLANDER CD

We've mentioned this one before, and although there wasn't a lot to see at the recent show, we still reckon that this is going to be one of the more impressive CD titles. Highlander mixes FMV animation (which doesn't really look like FMV, thankfully) with traditional Alone in the Dark-style multi-perspective graphics in an action-RPG setting. We'll bring you more information when we've played a proper playable version.



The first RPG-style game to arrive on the Jag looks likely to be the rather promising Highlander.

SUPERCROSS 3D

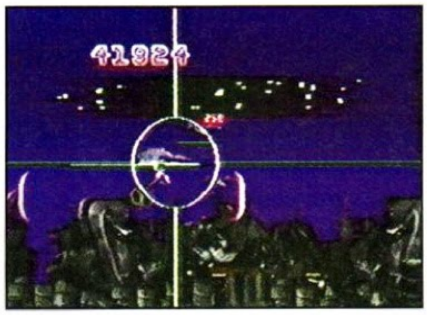
You might be forgiven for thinking that Motocross is still as popular as it was in the early Eighties when it was on Grandstand, with the strange proliferation of games like Dirt Trax FX, Sega's Motocross Championship and now Supercross 3D for the Jaguar. Sadly for kids who like broken legs, it isn't. But that hasn't stopped Atari from pulling out all the stops for this first- or third-person perspective stunts-and-scrapes racer. The frame rate still needs a little work to make the game run smoothly, and the controls are a little awkward as yet, but there's plenty of promise in the title.

ATTACK OF THE MUTANT PENGUINS

One of the European developments on display, and probably the most visible game Atari will push before Christmas, is the British title Attack of the Mutant Penguins. We'll explain the plot in the future, because it's a bit complicated, but the game casts you as a friendly alien out to save the world from evil alien penguins with the help of good non-alien penguins. You can tell them apart because the evil penguins are dressed up in clothes. It's a kind of reverse isometric Lemmings as you lead the evil 'guins into traps and destroy them with various weapons whilst saving as many nice birds as possible. It looks quite pretty, although unspectacular, but play-wise this could be a real stormer.

ZERO FIVE

Easily the most impressive game on the Atari stand, and the one which bodes best for the future, was Zero Five. The level on display is best described as a 3D Galaxians, with waves of aliens storming at your space ship in formation. Zero Five distinguishes itself by dint of its ultra-convincing 3D movement and chunky Stunt Race FX-style polygon graphics. Best of all, however, has to be the floating camera-on-a-string viewpoint which allows you to see the action from just about any angle, depending on your movements. It's even possible to have your craft flying out of the screen, seemingly towards your face, as the enemies pile in from behind your head. Well, not really, but that's what it looks like, if you see what we mean. Anyone who really does see aliens flying into their TV from behind their head needs to lay off the cough medicine for a bit.



DEFENDER 2000

We may have written about this one before, but it's just worth mentioning that Defender 2000 has come quite a way since we last saw it. The graphics are pretty much finished (and they look cool, apart from the main ship which looks daft) and the gameplay is all but done. And it's very very hard indeed. Even crusty games expert Paul was stumped to score more than about half a point. Expect this to be the Tempest of next year. Although it'll be released at the end of this year.

CVG NEWS connected

SPRINGTIME FOR JAG CD

At long last the Jaguar CD drive is set to appear. Atari is promising it will hit the shelves before summer priced at a mere £149.99. The unit is officially due to be launched at the spring ECTS show at the end of March, with the general launch following a few weeks later.

The machine itself fits into the Jag's cartridge slot – but don't worry about having to unplug every time you want to play a cartridge game. Atari has sensibly built a through-port into the device so once it's in you never have to unplug it. As for software, well, there hasn't been a confirmed release yet, and, worryingly, there weren't any on show at the press launch. However Atari's marketing manager Daryll Still was confident of having at least six titles on the shelves with the machine. However, we did get a chance to play with the built-in virtual light machine, which produces loads of incredible effects in time with audio CDs. It's hardly a reason to buy the unit, but it's very impressive all the same.

The Jaguar CD unit is due to be launched this spring; there are no software releases confirmed yet, though.

OUT OF

We take a look at Atari's Jaguar as well as some consoles of the present and future which it has to compete with

It's well known by most gamers that home computer entertainment systems could never hope to offer the same powerful gameplay and outstanding graphics as a dedicated arcade machine.

Well, it seems all that is about to change with the introduction of Atari's 64-bit Jaguar console (and other soon to be released machines such as the 3DO), which offers stunning 24-bit graphics – a rather techie way of saying you can get over 16 million colours for game graphics. This kind of quality far exceeds even that offered by most arcade machines.

The Jaguar packs some power which is provided by pretty advanced hardware which can manipulate graphics at a stunning speed, adding up to a console system which is capable of knocking the current console giants Sega and Nintendo out of the limelight and into the nearest black hole.

But how will it compare against the upcoming consoles such as the 3DO, Amiga CD32, Sega Saturn and the alleged new machine from the Nintendo and Silicon Graphics alliance?

Well, from the technical specifications, it beats the current consoles, as well as the new machines, hands down. But will high tech specs be enough to make the Jaguar the number one games machine?

The real success of any entertainment system, be it a computer or a console, is mostly due to the standard of available software.

Initially, the technical specifications of the console will probably gain the interest of the software manufacturers, then, with such interest gained, it is up to the manufacturer of the console to ensure that the software developers are supported, and that software development is quickly established, hopefully in large quantities before the machine is launched.

The Jaguar specs are impressive indeed, with 16 million plus colours for games, along with the processing power of its 64-bit architecture, compared to its competitors' 16 and 32-bits, and the ability to process 850 million pixels per second (the 3DO – Jaguar's main rival – reportedly processes 64 million per second).

To back up this impressive specification, Atari have allegedly signed a $500 million deal with IBM who are to manufacture the Jaguar. IBM will also be responsible for sourcing the electronic components used in the making of the machine.

With the might of IBM behind the manufacturing, Atari are free to concentrate on marketing and generally increasing interest in the Jaguar among software developers.

In late September, Atari released a initial list of 20 developers who have signed licence agreements to publish Jaguar games. The list includes such names as US Gold, Ocean Software, Anco Software, Silmarils, Titus and Tiertex.

"Developer response to Jaguar has been overwhelming," said Sam Tramiel, president of Atari. "We've accomplished what we set out to do by attracting the industry's top developers."

Other efforts on the part of Atari to cultivate developer interest include the deal signed with Time Warner, the world's largest entertainment and multimedia company, whose vast video library will be available to third-party developers. This means that film and video sequences will be available for use in Jaguar products.

The Jaguar is due for release in limited areas in the US, namely San Francisco and New York, within the next few weeks at a price tag of $200, with eventual release to the rest of the US in January 1994.

With the 3DO reportedly costing around $700 when released, this pushes the Jaguar way out ahead of the rest both in terms of specification and price – the two key features of a successful machine.

Trip Hawkins, main man behind the 3DO, seemed to have heard about the Jaguar's more attractive price and was somewhat defensive in his opening speech at the Sigraph

JAGUAR SPECIAL EFFECTS

Texture Mapping – The ability to "wrap" a simple or complex image onto a 2D or 3D object. As an example, in a 3D game like Epic, you could have a digitised picture of yourself on the side of a ship that will conform to the surface. This allows for incredible detail in 3D games rather than boring solid colours.

Morphing – Animate and inanimate objects can be smoothly transformed from one shape to another. A good example of this effect is when the T1000 in the Terminator 2 film literally "pours" itself into a helicopter, much to the consternation of the pilot.

Warping – Any image can be stretched, skewed, rotated or pulled in any way the programmer desires. Very useful for simulating interactions between physical objects, such as a bouncing ball, which obviously flattens a little when it hits the ground. This also makes creating cartoon-like imagery very easy too.

Lighting – Single or multiple sources of lighting can be defined. It is then possible to create realistically shaded objects which enhances the overall visuals of a 3D game.

Transparency – This feature allows the programmer to generate effects which are normally extremely time consuming in computer graphics. They can be used to simulate smoke and shadows for example.

F THIS WORLD

computer graphics show in Anheim, California.

He mentioned that when radio was introduced in the US, 35 per cent of household furniture sold in one year was a radio. He then said that if you translated the price in those days into modern terms, each radio would have cost $1,600.

A nice analogy, but you are still left with the fact that a 3DO with its CD-ROM does not hold up well compared to the $400 for a Jaguar and CD-ROM.

The actual Jaguar CD-ROM drive is a double-speed unit, which when fitted looks somewhat like a toilet, and will cost approximately $200.

It has a capacity of about 700Mb and is also capable of playing audio and karaoke CDs, CD+G discs and PhotoCD discs. With the addition of an MPEG 2 cartridge, which is a piece of hardware which essentially allows more data to be stored on CD than normal, full length videos may be viewed using the CD-ROM.

So, what exactly is inside the Jaguar and why is it so exciting to software developers? Well, first of all, there is the $200 price tag. The more people can afford it, the more people will probably buy it, which means there is a lot of money to be made by any software houses willing to develop for it.

Also, on the subject of price, apparently the developer system required to write games for the Jaguar will cost software houses approximately $9,000. This com-

There are many games currently under development for the Jaguar

Very colourful graphics and excellent animation will be the hallmark of the Jaguar

THE COMPETITION

The 3DO

The brainchild of Trip Hawkins, one time president and chief exec of Electronic Arts, this machine represents the main threat to Atari's Jaguar.

3DO is also the name of the company behind the machine, which will be made by the much respected Panasonic company. 3DO might be less powerful than the Jaguar, but it has got some pretty powerful backing from big companies like AT&T, Time Warner, Matsushita and MCA.

This is a real threat to the Jaguar despite its technical superiority. Remember when video recorders first made an appearance? There were two formats available, Betamax and VHS.

It was common knowledge that the Betamax format was superior in quality than the VHS, but in the end, VHS won and became the standard. So much more superior technology!

The same thing could happen with the Jaguar which, although it might not disappear, it may lose out as being the number one games machine to the 3DO.

Amiga CD32

From Atari's long-time rival, Commodore, the Amiga CD32 has the innards of a Amiga 1200, with a CD-ROM built in to a console type casing.

Costing £300, it isn't as cheap as the Jaguar and is, again, less powerful. However, it has the advantage of being available in the UK at this very moment.

The machine was unveiled at London's Science Museum where it was showing Seals music video – Killer. Another plus for the CD32 is the fact that it is in the *ST Action* office.

Which means it's getting UK press coverage, which is a sneaky hint to Atari UK to get some Jaguars out to us here at the office, so that we can raise interest here in the UK.

Sega Mega CD

With the massive software support currently available for the Mega CD, Sega's grip on the console market will be hard to dislodge.

However, if enough games are available for the Jaguar when it reaches the UK and, if the games show the power that the Jaguar is capable of, it should convert the hardened Mega CD owner.

Sega Saturn

Although this has been announced, there are no plans to launch it in the near future. So, to all intents and purposes, it's not a real threat.

However, Sega may well change their mind when they see the Jaguar and 3DO taking sales from their current consoles.

The delay seems to be Sega's ability to release the machine at a competitive price, which they admit may not be possible this year.

There is little in terms of spec about the Saturn, except that it is a 32-bit CD based system. Sega say they will concentrate on enhancing the current Mega CD machine, such as licensing the CiniPak technology to be included in future Mega CD titles.

Super Nintendo

Another 16-bit machine which is also less powerful than the Jaguar. again, it has the same strong software support behind it as the Sega, meaning the Jaguar will have to have equally strong software support when it is launched here in the UK.

It is technically slightly superior to the Sega Mega CD in terms of graphics ability, but it doesn't come close to what the Jaguar offers.

Nintendo 64-bit wonder machine?

The announcement that Nintendo and Silicon Graphics – a major force in the computer graphics industry – have teamed up to produce a rival 64-bit machine probably caused a little worry in the Atari camp.

Technical specs for the machine are equally worrying for Atari. With an alleged $250 price tag, 64-bit architecture and running at over 100MHz, meaning it's very fast, along with the graphics technology which has been developed by Silicon Graphics, it's certainly a contender.

That is until you realise that it will not be available in the home until late 1995. Instead, 1994 will see them appearing in the arcades first. By then, the Jaguar will be in the stronger position with greater software support.

pares extremely favourably to the 3DO's $30,000.

Besides these financial advantages which Jaguar has over its competitors, the actual hardware offers game programmers and designers a lot of power, thereby allowing more creativity and innovation – two vital ingredients to a successful game.

This power is provided by a number of factors. First and most publicised is the 64-bit technology. To try and explain in non-techie terms, let's compare it to the Super Nintendo with its 16-bit technology.

Both machines essentially work by moving lots and lots of information around inside the hardware. Information includes such aspects as graphics, sound, where the joystick is currently positioned, where the sprites are and if they have collided and many other important bits of data which comprises a game.

Some of the chips inside the computer are better at doing certain jobs than others. Hence, the chips need to be able to share the information, passing on data to one another.

In order for the chips to be able to communicate with each other, they are all connected by a collection of data lines, down which the information passes.

In the SNES, these data lines are 16-bits wide. If for instance, one chip needed 64 bits of data from a particular chip, the SNES would need to get it in four separate steps.

The Jaguar on the other hand, with its 64-bit data lines, will be able to get the data across in one go. So, essentially, the Jaguar is four times as fast at processing information than the SNES.

Of course there are other factors which increase the speed even further, such as how fast the machine is actually running and other various tricks such as how fast each individual chip is, but you get the idea.

So, with the 3DO being 32-bit and the Jaguar's main rival, we immediately see that the Jaguar is basically twice as fast, and, more

importantly, cheaper.

As mentioned earlier, the Jaguar has been launched to a limited extent in the US, so when can we in the UK expect to see it. Hopefully, we will see a few machines just before Christmas, with larger quantities reaching us early next year and, as usual, we will be sure to keep you informed every step of the way.

JAGUAR SOFTWARE

There are some pretty amazing games being developed for the Jaguar. Some of those in progress include:

Crescent Galaxy – A fast and furious horizontal scrolling shoot-'em-up. Super smooth and fast 24-bit graphics, combined with stereo 16-bit sound will make this an instant hit.

You play Trevor McFur of the Circle Reserve Core, returning from a deep space reconnaissance mission. You receive a transmission which effectively says you are the only one who can save the galaxy from a ruthless creature.

Masses of power ups and very big end of level guardians are just some of the features of the game.

Cybermorph – a 3D game in which you control a probe, sent into a battlefield in order to rescue stranded survivors of a war. The Cybermorph probe changes shape as you control it, becoming sleek and streamline when you fly fast and low over the 3D landscape while saving survivors and avoiding surface and air attacks.

Raiden – A conversion of the popular game which has already been converted (not too successfully) on the Super Nintendo. The Jaguar version is considered a perfect coin-op conversion of the real thing with smooth vertical scrolling as the aircraft flies over enemy territory. The game is essentially a yardstick for performance to show what the Jaguar can do.

Alien vs Predator – This game features two of the most nasty aliens the film industry has ever created. Texture mapping is used in abundance to create a highly detailed 3D environment. Imagine the Corporation game from Core Design, with highly detailed, texture mapped walls. Extremely smooth and slick.

The Raiden conversion of the Jaguar is exactly like the arcade version

Tempest 2000 – Not exactly pushing the Jaguar's processing or graphics ability at all, Tempest 200 is the old wireframe arcade game with a starfield thrown in as well as another 50 levels.

Checkered Flag II – 3D Formula One racing with shaded polygons. Should be very fast with many user alterable options such as a customisable car

Kasumi Ninja – One for the Streetfighter II addicts this. Apparently, you can choose from 91 different moves.

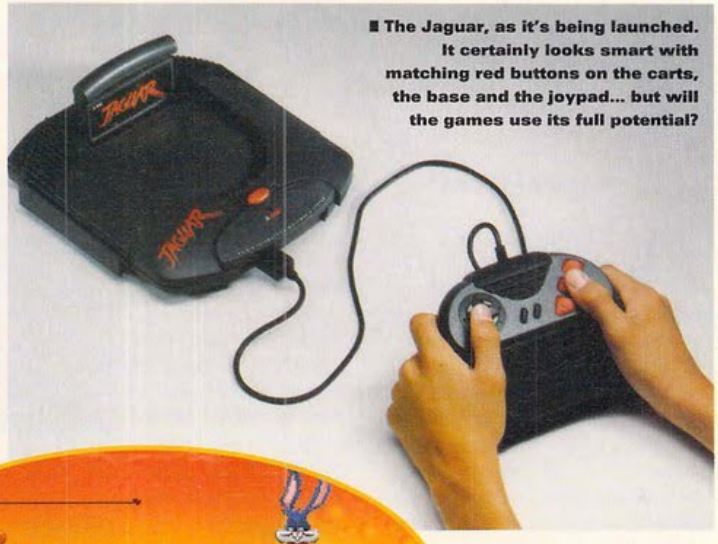
One of the games currently under development for the Jaguar is Tiny Toons Adventure

NOTHING COMPARES TO YOU

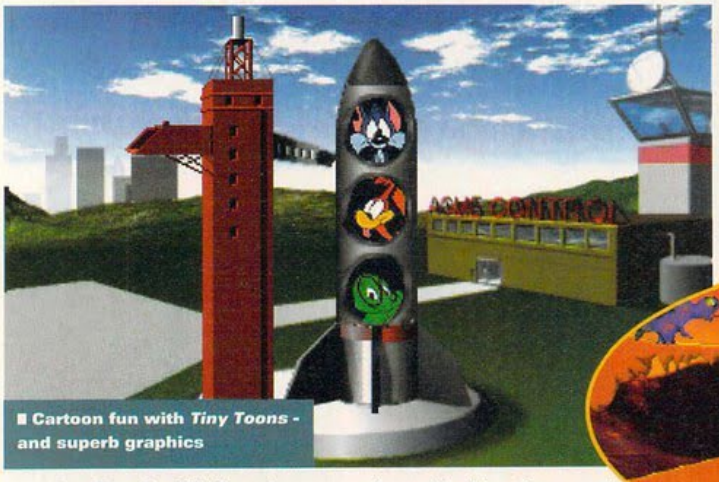
A bit techie but it does give a indication of the Jaguar's power compared to the competition:

	JAGUAR	3DO	SNES	GENESIS
System architecture (bus width)	**64-bit**	32-bit	16-bit	16-bit
Rendering/animation speed in pixels/second	**850 million+**	64 million max	1 million max	1 million max
Bus bandwidth	**106.4Mb/second**	50Mb/second	?	?
Colours	**16.7 million**	16.7 million	32,700	512
True colour graphics	**Yes (32-bit)**	Yes (24-bit)	Yes (16-bit)	No
Stereo 16-bit sound?	**Yes**	Yes	No	No
MIPS (millions of instructions/second)	**55**	?	?	?
Custom 3D hardware?	**Yes**	No	No	No
Multi-processing architecture?	**Yes**	No	No	No
S-video out	**Yes**	Yes	Yes	No
RF	**Yes**	Yes	Yes	Yes
Composite	**Yes**	Yes	Yes	?
RGB	**Yes**	?	?	Yes

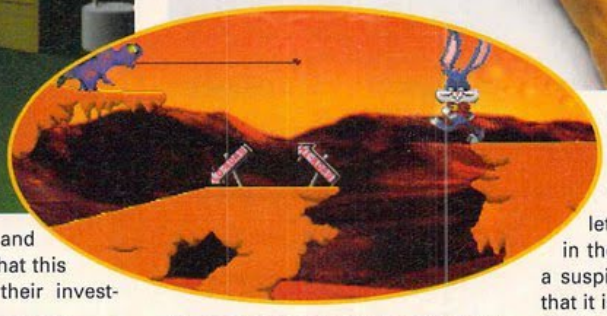
ATARI LAUNCH JAGUAR TO UK PRESS



■ The Jaguar, as it's being launched. It certainly looks smart with matching red buttons on the carts, the base and the joypad... but will the games use its full potential?



■ Cartoon fun with *Tiny Toons* - and superb graphics



■ Beautiful graduated backgrounds make the most of the Jaguar's graphics capabilities.

by Paula Richards

Atari are "taking the Jaguar seriously," the company announced at an informal press gathering to show off the machine and its potential. This was encouraging to hear, especially since they are expected to spend many millions of dollars on it – it's been three years in development and they have no fewer than 30 in-house software developers creating games for it.

Atari reckon that their commitment to the machine can be seen in the fact that they're investing all this time and money into it – and that this is just the start of their investment. What this says for their commitment to the other machines in their line-up remains to be seen.

"The first Jaguars are likely to hit the streets before Christmas though this wasn't Atari's plan"

From that meeting we bring you some of the world's first pics of the machine – including what it looks like under that rather attractive black and red casing.

The first Jaguars are likely to hit the UK streets just before Christmas – although this wasn't ever Atari's original master plan they appear to have decided not to let unauthorised importers get in the country first. There is also a suspicion, unconfirmed by Atari, that it is to be test marketed in London and Paris as early as late October or early November this year. Atari expect to sell $200 million worth of Jaguars and $200 million worth of Jaguar games next year – and mostly in the US.

Although Atari are showing their commitment to the machine by pouring in their own resources, the real test of how seriously it is

■ More cute-style graphics and pretty backgrounds to what your appetite for the stunning things to come on the 64-bit Jaguar.

INSIDE THE JAGUAR

Feast your eyes on all those chips and, er, things! We've got this exclusive first look at the insides of the Jaguar...

The Jaguar has everything that you're going to need if you're serious about playing games for the next generation of software; CD quality stereo sound, immensely fast graphics processing for fast gameplay, the ability to generate complex 3D objects "on the fly" while you're playing a game and as well as a CD-ROM drive that enables huge games to be designed and full motion video to be displayed.

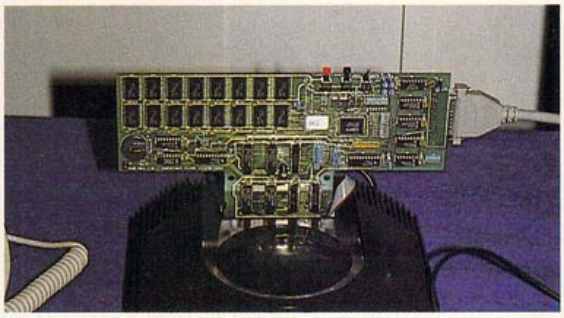
The two custom chips designed by Atari for the Jaguar ensure that they are staying well ahead of the competition in terms of both sound and graphics processing.

Called Tom and Jerry, these two chips are the very heart of the Jaguar. Tom contains the 64-bit graphics processors; the GPU (Graphics Processing Unit), the Object Processor and the Blitter. Jerry copes with the sound side of things with the 32-bit DSP (Digital Signal Processor) chip and the sound DACs (Digital to Analog Converters). The end result of this combination is a true colour palette of 16.7 million colours and better than CD quality 16-bit sound output, games are never going to be the same again.

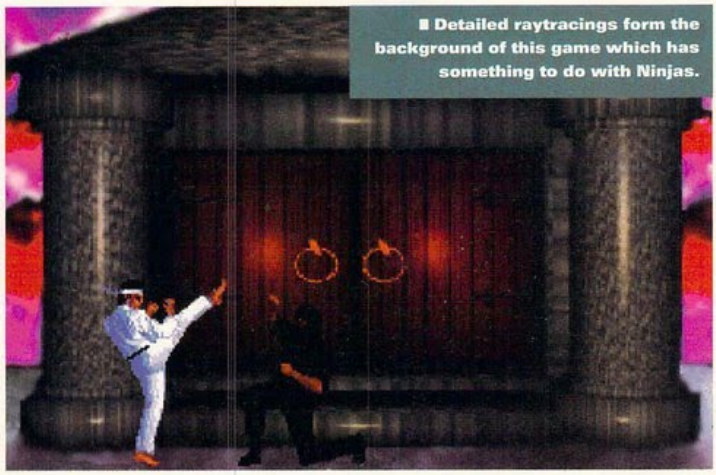
THE JAGUAR AND CD-ROM

Atari seem slightly confused when it comes to the question of whether CD software is actually any good or worthwhile investing in. On the one hand they've gone as far as developing a CD peripheral and describe it in their press releases as a "much anticipated feature." When you actually talk to the people who are in the business of marketing it, however, you discover that they think it's just a good storage device and it'll never be used for anything apart from including a few extra MBytes of data – and leaving the rest of the disc empty. While that may be true of the games available today on CD, few of which actually use its true potential, as the medium develops and programmers get used to using all the available space, the quality and the scope of CD games should logically increase. Jean Rechin, Atari's European Marketing Director, explained that you could get all the data you needed onto a Jaguar cartridge since they use unique data compression methods to cram even more information into a game – therefore Jaguar games should be superior to any other cartridge-based games. The benefit of CD Atari do agree with, however, is that they avoid, to a greater extent, the piracy problems being experienced by Nintendo and Sega whose carts are being counterfeited.

Here you can see the CD ROM peripheral that Atari have developed in the arms of one of the US Atari people, Julie Wade.



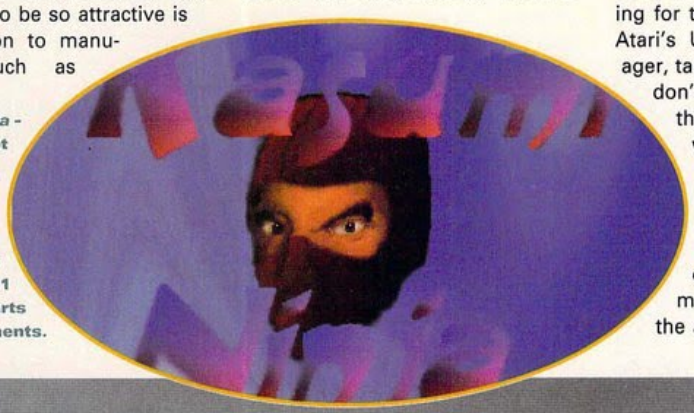
The Jaguar's been three years in development and this is one of the developer's machines. Atari assure us that the carts won't be quite so bulky as that!



Detailed raytracings form the background of this game which has something to do with Ninjas.

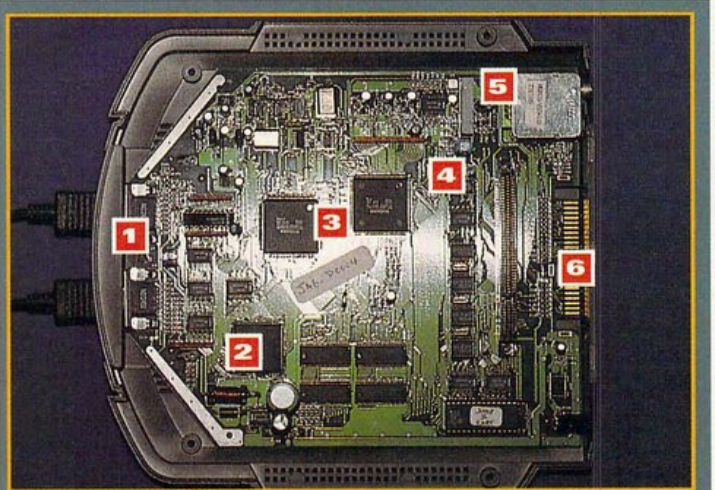
taken by the rest of the world is shown through the software houses' interest in the machine. And one of the ways in which they are hoping to encourage developers is by having a "very open software policy," as Jean Rechin, Atari's European Marketing Director, described it. The reason that this is likely to be so attractive is in comparison to manufacturers such as Nintendo, who apparently operate very restricitve practices when it comes to permitting softies to develop for their machine.

The third party developers who have signed up are likely to include some very big names indeed, although Atari are cagey about who they actually are it is likely that Ocean, Audiogenic and Imagitec are to be among those companies committed to developing for the machine. Peter Walker, Atari's UK Public Relations Manager, takes the attitude that softies don't really care what machine the develop for, they just want a platform on which to sell their games. Atari are understandably wary of this, wanting to have excellent titles that show off all the capabilites of the machine, although they take the attitude that it takes a long time to realise the capabilities of advanced technology – as yet they don't actually know the limits of the machine. They are aiming to have five titles available upon the release of the Jaguar, and ten more available by Christmas. The price range is expected to be around £39 to £59 per cartridge – although that's still high considering Atari are aiming for the mass market.



Kasumi Ninja - this is, not surprisingly, set in Kasumi, and you take the chance to learn any of 91 martial arts movements.

"One of the ways they hope to encourage developers is by having a 'very open software policy'"



1. Analog joystick ports for the game controller.
2. Motorola 68000, used as a general purpose controller.
3. The custom chips "Tom and Jerry." Tom contains the Atari developed 64-bit graphics processors and Jerry the 32-bit sound processors.
4. Cartridge port. Jaguar game cartridges and the CD-ROM drive plug in this port.
5. Modulator for TV output.
6. Expansion port for future add-ons such as modem links, cable networks, direct DSP connection and TV I/O.

Evolution Dino Dudes, or Humans as it's more commonly known, is apparently nearly ready for release.

JAGUAR DEVELOPERS REVEALED

by Andy Nuttall

Details are emerging about the growing number of developers for Atari's forthcoming Jaguar console. *ST FORMAT* can reveal that there are a healthy 24 companies, who either have or are expecting development kits in the near future.

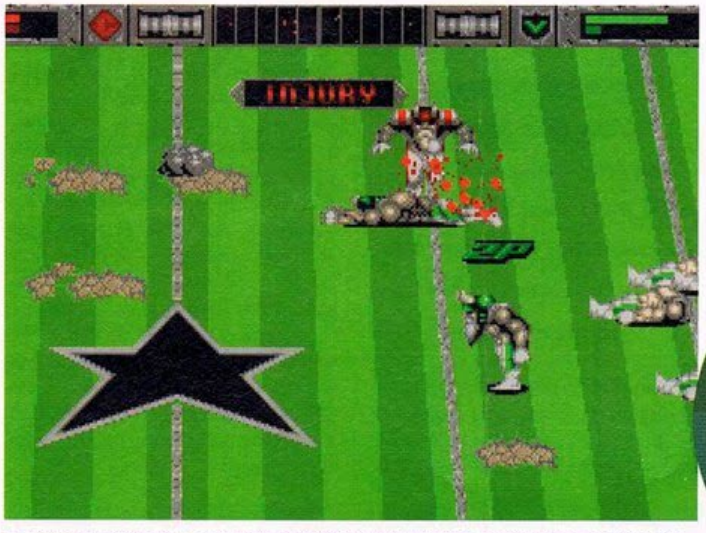
Atari have a TT-based development system available now, but their PC-based system is being delayed until the end of October. Because of this, most UK developers haven't actually started doing anything yet, although some promise the goods within the first quarter of next year.

Of the companies on the list, eight are based in the UK. Oxford's Rebellion Software are the brains behind the much-vaunted *Chequered Flag 2* and *Alien vs Predator* titles. As well as these two well-known games, they also have an adventure and a flight simulation under development. Rebellion's creative director, Jason Kingsley, is enthusiastic about what they've done with the machine: "When we've shown people the games, a couple of them have said 'Where's the CD drive?' but there isn't one!"

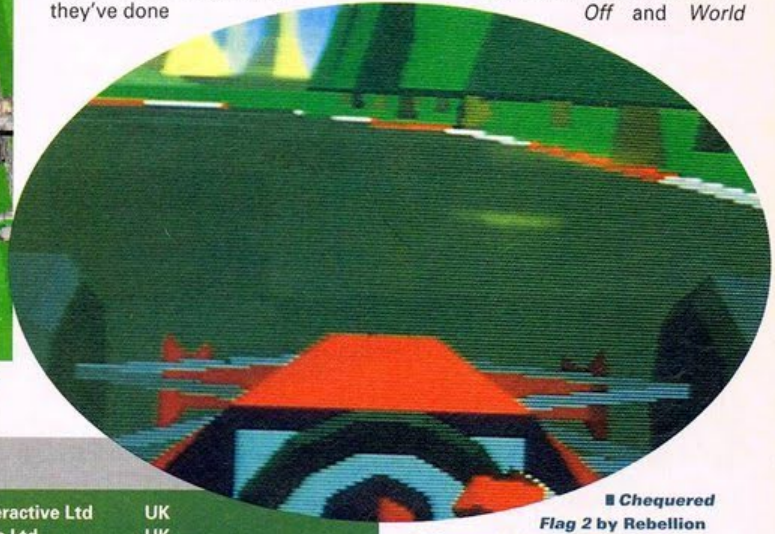
> ***"When we've shown people the games, a couple of them have said 'Where's the CD drive?' but there isn't one!"***

Jason thinks that the quality of the games will improve with time, as programmers get used to the technology. "Games will take on a whole new level. I think we'll be able to do twice as much as what we're doing at the moment. The performance of the Jaguar outstrips the top-end 486s, but it will take time for programmers to use it fully. It's a very exciting platform to develop on – the whole package smacks of quality."

Anco Software are currently considering two titles, *Kick Off* and *World Cup*. Anil Gupta of Anco is very positive about the Jaguar. "In my own mind, I think it will definitely succeed," he says. "It is a very good machine. Like everybody else, though, we're waiting for a



▮ *Brutal Football* is exactly that - pretty brutal. This is injury time, where the ball disappears and you use your opponent's heads to score instead...



▮ *Chequered Flag 2* by Rebellion Software is the "Ultimate Driving Game," apparently. Yeah, they all say that - but even in the development stages this looks pretty good.

All those developers...

Anco Software	UK	Millennium Interactive Ltd	UK
Beyond Games Inc	US	Ocean Software Ltd	UK
Dimension Technologies	US	Rebellion Software	UK
Eurosoft	GERMANY	Retour 2048	FRANCE
Gremlin Graphics	UK	Silmarils	FRANCE
High Voltage Software	US	Telegames Inc	US
Krisalis Software	UK	Tiertex Ltd	US
Loriciel S.A	FRANCE	Titus	FRANCE
Maxis Software	US	Tradewest	US
Microids	GERMANY	Trimark Interactive	US
Midnight Software Inc	US	US Gold/Delphine	UK/FRANCE

Top marketing man joins Atari

by Clive Parker

Atari have appointed a new marketing manager in the US specifically to promote the new Jaguar 64-bit console, lending more strength to Atari's claims that they're taking the machine extremely seriously.

Terry Valeski joined Atari US as Vice President of marketing with his main brief being the promotion of the Jaguar in the US. He has a background in advertising and marketing and reports directly to Atari's president Sam Tramiel, who commented; "We are very pleased that Terry has joined Atari. His experience is invaluable to us. Developing strong relationships with retailers and developers as well as communicating with consumers will be critical to our success as we get ready to market and distribute the Jaguar worldwide."

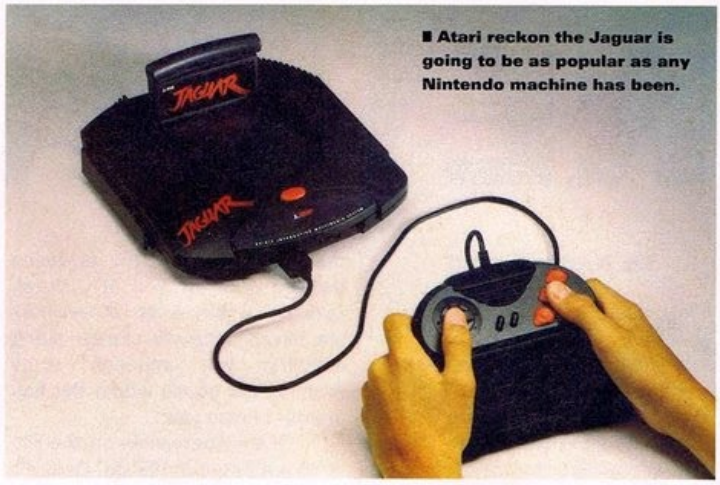
"We are very pleased that Terry has joined Atari. His experience is invaluable to us"
Sam Tramiel

This valuable experience includes 22 years of experience in the consumer electronics industry, spending 11 years in advertising in New York and San Francisco, followed by four years as a senior vice president for a company marketing consumer products.

In 1982 he joined Mattel Intellivision to head up the Intellivision games console division and in 1984 he bought Intellivison from Mattel and started his own company, INTV Corporation. For the next eight years Valeski acted as president and CEO of INTV Corp concentrating on game development, the company was also a Nintendo licensee developing games for the NES console.

Valeski's main brief now is to launch the Jaguar in the States and, as all good marketing types should be, he's right behind the product: "The Jaguar gives Atari the opportunity to establish itself on the world market in the same way that Nintendo did in 1985 when they launched the NES, leading to Nintendo becoming the multi-billion dollar company it is now. With the leap in technology of the 64-bit console, coupled with our aggressive marketing of the Jaguar, Atari will achieve the same impact on the market as Nintendo did. The Jaguar has capabilities beyond anything else on the market or under development."

He suggests that 3DO, their nearest competitor who have something actually available now, will have "no effect on Jaguar whatsoever," attributing this certainty to the competitive price point of the Jaguar – "If someone is willing to spend $700 on a 3DO machine, then they'll be thrilled to get a more powerful machine for just $200." Valeski goes on to explain that he anticipates US sales of Jaguar software and hardware by the end of next year will easily exceed their $400 million value projection: "That figure is the low end of our scale, we think that the demand for the Jaguar will easily exceed these figures in the first year." Indeed, their strategy does seem to be to stir up excessive demand before they can actually meet it – in the States they are planning a full range of PR events in shops and malls with interactive hardware displays and a full press and TV campaign centred around supply of machines in New York and San Francisco – and it'll only be as more machines roll off the production lines that the campaign is to widens throughout the world. Valeski confirmed, however, that we can expect to see Jaguars in the UK before the end of the year... so there's something to put on your Christmas list!



■ Atari reckon the Jaguar is going to be as popular as any Nintendo machine has been.

"With the leap in technology... Atari will achieve the same impact on the market as Nintendo did"

SNIPPETS

Travelling warehouse

PD Warehouse have moved to north London after being taken over by the proprietor's own brother, Andrew Weaver. All enquiries relating to the PD library should now be made to PD Warehouse, 181a Brecknock Road, London N19 5AB or you can call them on ☎ 071 267 3308.

Proteus = Teespro

Proteus Communications have changed their name to Teespro Music to prevent any confusion with the Proteus sound module from EMU Systems in the USA. EMU Systems are worried that their hardware may be confused with the classical MIDI files supplied by the former Proteus Communications and requested a change of name.

The address for Teespro Music remains the same and the change does not affect any of the products or services supplied by Teespro. Call Jon Halton on ☎ 0642 300903 with any queries.

Cat and mouse

If you want a more accurate way of drawing pictures in a graphics package then you need Tabby, a mouse replacement system that plugs into the serial port of your ST. It's not a brush mouse – it's a miniature graphics tablet and pen system that costs just £49.95. Tabby is fully compatible with all ST mouse driven software, and because it uses the serial port you can still use the mouse at the same time if you want.

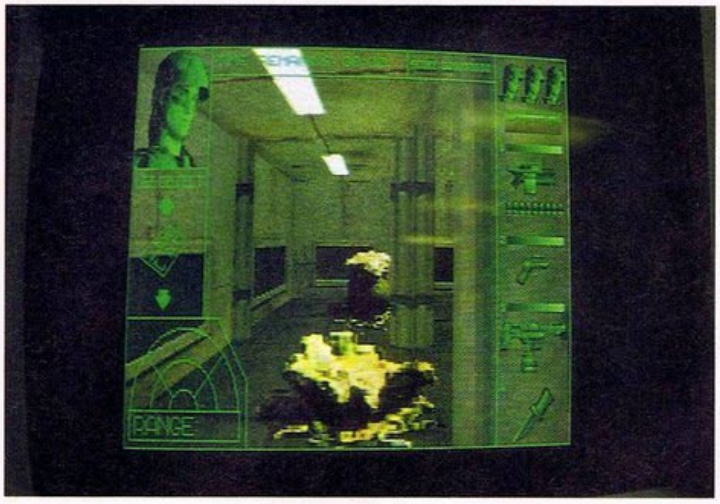
The Tabby is available from Calamus suppliers, JCA Europe (☎ 0734 452416) in both ST and PC versions – so remember to state which machine you want drivers for when you're ordering your new pussy.

Protar drives return

Analogic Computers have acquired all rights for Protar hard drives for the ST and Falcon, this means that the drives are now built in the UK but are still marketed under the Protar name.

The drives are available exclusively from Analogic until Christmas at special introductory prices, and from other Protar dealers next year. If you already have a Protar Series 2 drive you've got the opportunity to update your software at a nominal charge direct from Analogic.

Prices start at £299.95 for the Series 2 85DC, £339.95 for the 127DC and £369.65 for the 170DC. All of the drives use Quantum mechanisms with cache. Call Analogic on ☎ 081 546 9575.



■ ***Alien vs Predator*** **is another Rebellion game, which uses complex texture-mapping techniques to produce these excellent tunnel effects.**

■ ***Cybermorph*** **from Atari is looking superb. The Jaguar's ability to display true colour scrolling backgrounds is already being used to great effect.**

development system before we can do anything."

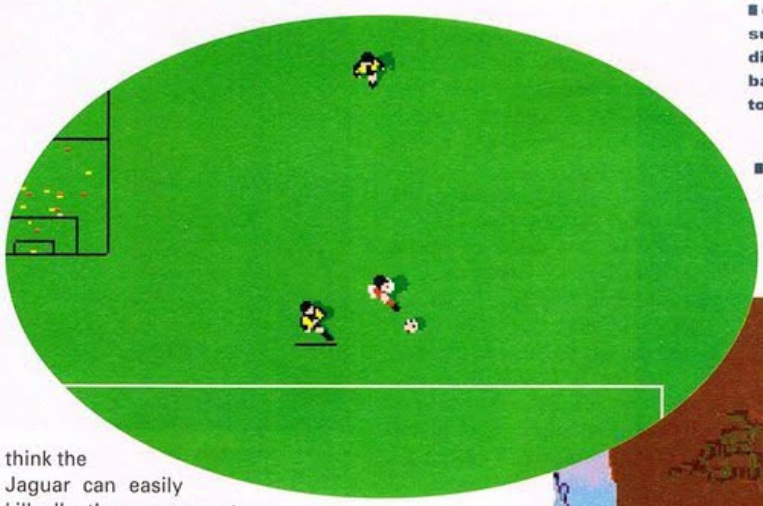
Krisalis Software are riding high in the charts with their game *Soccer Kid.* Tim James, marketing manager, says: "We've signed up, and we're waiting for Atari to send us a development system. When they do, we'll be developing *Soccer Kid* for the Jaguar. Tony, our MD, went along to the developer's conference, and was very impressed with what he saw."

French developers Virtual Xperience have two titles under construction, going by the dubious working titles of *Zozziorx* and *Indiana Jags.* M Schembri of Virtual Xperience told *ST FORMAT:* "The Jaguar version of *Zozziorx* looks like the Falcon version, but it uses more than 256 colours, three parallax scrolls and more sprites. We think the Jaguar can easily kill all other game systems like 3DO and Amiga CD32."

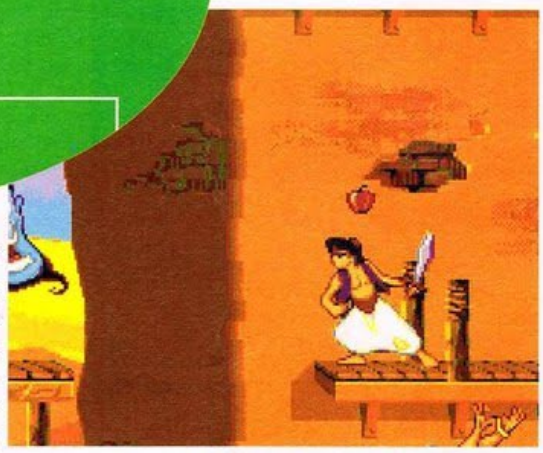
"We think the Jaguar can easily kill all other game systems like 3DO and Amiga CD32"

Also under development is *Brutal Football,* a violent American Football game from Millennium Interactive, who are also considering converting the next instalment of the *James Pond* series, called *Operation Starfish.* US Gold are creating their excellent animated adventure *Flashback,* which is fantastic news; as is the possibility of *Zool 2* from Gremlin.

Silmarils are aiming to release their futuristic survival game *Robinson's Requiem* around spring time 1994, while Virgin are reported to be developing a "big name film licence." Exact details on this game are sketchy but we suspect it will either be *Aladdin* or *Dragon: the Bruce Lee Story.* Either way, that will be another string to the Jaguar's bow. For more news on these games, keep reading *ST FORMAT.*



■ **This is the original ST version of *Kick Off 2.* The Jaguar version will have more colours (obviously) and it will play faster and smoother than ever!**



■ ***Aladdin*** **from Virgin could be coming to a Jaguar near you soon...**

Darryl Still, the marketing manager of Atari UK is extremely pleased at the number of developers they've managed to sign up, commenting: "The response from software publishers has been exceptional. All of them are committed to making their Jaguar versions of software mirror the hardware, which means they will be vastly superior to their console cousins. Rather than have 400 titles available for Jaguar by this time next year, and 100 of those be good, we would sooner just have the 100 strong titles." A commendable attitude indeed – and certainly one which other manufacturers would do well to follow.

GET SECT FOR CHRISTMAS

French softies Lankhor are busy coding their next game *Black Sect* for the Falcon. The game is reported to be playable at the moment, but it is unlikely to be released until Christmas or early next year.

Black Sect is a gothic adventure set around the village of Hobdale in Yorkshire where your Uncle, a wizard, is killed by members of a mysterious sect. After they've stolen his spell book, they begin to terrorize the villagers – and you're left to pick up the pieces of the spell book and get rid of the evil sect in one way or another.

As you can see from these exclusive pictures, *Black Sect* is looking pretty good – expect a review in a couple of issues' time. Contact UBI Soft, the game's UK distributors, on ☎ 081 343 9055 for further information.

■ **Barren landscapes are the setting for *Black Sect* on the Falcon. In the distance you can just about see dark, satanic mills...**

JAGUAR COMPUTER PLANNED

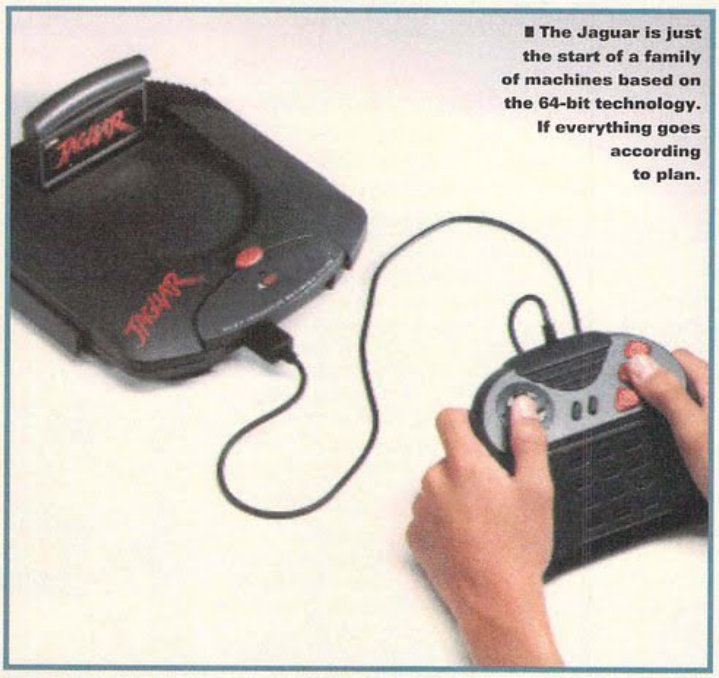
by Paula Richards

Atari are developing the existing Jaguar technology so that they can use it in a computer, Sam Tramiel, President of the company, revealed this month amidst other exciting Jaguar-related plans.

If everything goes according to plan, and by this Atari must mean assuming they sell many millions of Jaguars, they are definitely planning a Jaguar computer, although they are very wary of talking about release dates. Tramiel commented: "We still believe in the home computer business very much; we have had some great successes in the past and we hope to bring it back again in some format – possibly with Jaguar; there may be an integrated Jaguar CD or something.

"Because technology is where it is with true colour and CD quality sound, we have a strong base to move on from"
Sam Tramiel

Richard Miller is the man behind the Jaguar's technology. And he's been friends with Jeff Minter since Jeff was 12 years old. Useless information really, but it's true.



The Jaguar is just the start of a family of machines based on the 64-bit technology. If everything goes according to plan.

"We've studied the TOS relative to the Jaguar's hardware very very carefully – not only have we studied it, but we've laid out the architecture already. Richard [Miller] has done some plans, we've thought about the software and we've done some preliminary work. We've laid the foundations but we've no plans yet as to how we will do it, but it's definitely in our thought processes."

More consoles

They're also developing the Jaguar as it stands now, but to take advantage of new technological developments it's going to be the first in a line of 64-bit consoles. Tramiel explained: "Our plan with the Jaguar is to have Jaguar 1, 2, 3 – sort of like what Intel has done in the PC business – we want to keep adding on more power to the chipset but always keeping it upwardly compatible. Because of technology being where it is with true colour and CD quality sound, we have a very strong base to move on from." By doing this they can ensure that they always stay ahead of new technology – something that Atari have always been very good at.

"We're really the only machine in the world that can do Virtual Reality and real-time graphics"
Sam Tramiel

On from the Lynx

As well as this, they are also attempting to develop a Jaguar hand-held machine. It seems generally accepted within the computer industry that, for its capabilities, the Jaguar is physically very compact and therefore that there should be the potential to develop it further... that day isn't here yet, however. Tramiel explains "The chipset takes a lot of power and the chips themselves get quite hot, but maybe in a couple of years if things really progress..." Richard Miller expands: "The main problem is to do with the battery life; if you used the same batteries as a Lynx, their life would be about 20 minutes."

Virtual Reality

Getting into the world of Virtual Reality is also definitely on the Atari agenda, although at the moment there are a couple of difficulties that are to do with liability and safety issues – and until all those problems are sorted out they're not going to be making any firm decisions.

Sam Tramiel reckons that "Because of the power of the system there are any number of options... we're really the only machine in the world that can do Virtual Reality and real-time graphics." Positive talk indeed, as is their ambition to become involved in the music video publishing business, believing, as they do, that because of their history in the computer business with Falcons and STs that the contacts they've developed with musicians means that they'll be happy to write music videos of their game machines.

All this is very much in the future and assumes that everything goes according to plan – for more details of how they intend to achieve these plans, turn the page.

ATARI LAUNCH

by Paula Richards

It's official – the Jaguar is now launched in the States. There was actually a real getting-off-the-ground party held on the jungle-themed 48th floor of the Time Life building in New York amid plenty of greenery and catsuit-clad women crawling around the floor and dancing in cages.

Lots of Jaguars (the machines not the creatures) were there and leading the guests was a selection of children Atari had presumably dragged off the streets to show just how absorbing the games are and how good the machine is.

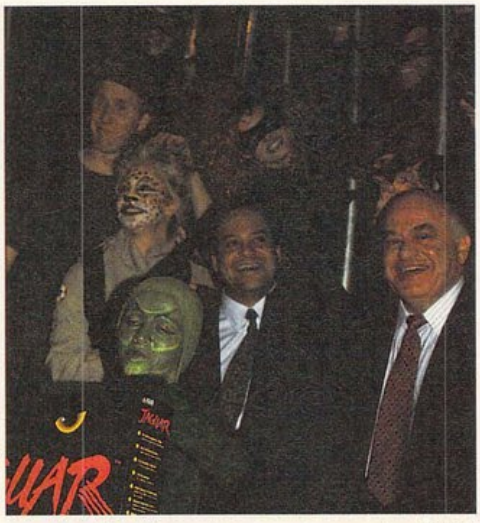
Sam Tramiel, the president of Atari, also put in an appearance to jolly the assembled stockbrokers,

"I'd love the price [of the cartridges] to be cheaper, but you have to make money somewhere"
Sam Tramiel

press people and retailers into a state of euphoria about the machine and its potential, and judging from the positive feedback in terms of the increase in Atari's stock market price, the acceptance of the machine by leading toy stores like Toys R Us and the positive press coverage that's emerged from it, it has certainly worked.

The machine comes bundled with a joypad controller and *Cybermorph* and is going to be stocked by virtually all the big chains – talks are happening at the moment in the UK between Atari's European marketing department and leading chains like Woolworth's, Dixons and Rumbelows to ensure country-wide distribution. Getting the machine into as many stores as possible, as well as creating a huge user base – is great for Atari, software houses and software developers – but it also means that there'll be loads of competition so the price should come down quite quickly.

The other pricing point is the fact that Atari are letting whoever wants to develop software get on with it. In some cases they are giving softies financial inducements to develop particular games – for example they are funding Activision to develop *Return to Zork* and Atari are going to publish it – and earn a royalty from each copy they sell.



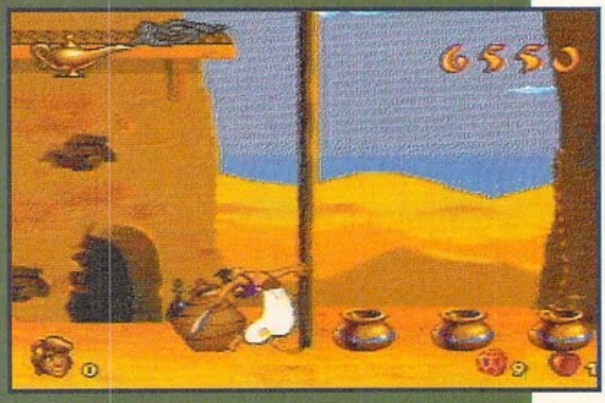
Characters from the first Jaguar games joined Sam Tramiel (left) and father Jack (right) at the launch.

For companies who want to publish their own games, however, Atari are helping them out in practical ways like giving them approved sources for the ROMs and CDs and generally make it very easy for them. As the system gets more established the chances are that more developers are going to opt to publish games themselves and charge lower prices to try and sell more units. As it is, the expected price for most of the games is between $39 and $69 with most at $49. Tramiel commented generously: "I'd love the price to be cheaper... but you have to make money somewhere." This

"Atari are letting whoever wants to develop software for the Jaguar get on with it"

Who are all these publishers then?

21st Century Software, Accolade (*Hardball 3, Brett Hull Hockey, Bubsy, Charles Barkley Basketball, Jack Nicklaus' Power Challenge Golf*) Activision (*Return to Zork*), Anco Software, Argonaut, Beyond Games, Brainstorm, Broderbund, Cross Product, Dimension Technologies, Elite, Eurosoft, Gremlin Graphics (*Zool 2*), High Voltage Software, Interplay (four titles including *Battlechess*), Krisalis Software, Loriciel, Maxis Software, Microids, MicroProse, Midnight Software, Millennium, Ocean (*Jurassic Park* is hotly rumoured), Retour 2048, Silmarils, Spectrum Holobyte, Sunsoft, Telgames Inc, Tiertex Ltd, Titus, Tradewest, Trimark Interactive, UbiSoft (*Jimmy Connor's Tennis*), US Gold, Virgin (*Aladdin* and *Dragon – The Bruce Lee Story*), William/Midway.



Aladdin from Virgin is strongly rumoured to be among the Jaguar's software base.

HURRAH! ATARI HAVE DISCOVERED

In recent years Atari have shunned advertising and marketing as if it's some sort of unpleasant highly contagious disease – probably because they felt they didn't have a product that was potentially mass market enough to warrant any sort of effort in that direction. Things have changed radically and Atari have discovered things like launch parties, press packs, TV and magazine advertising, promotional items like t-shirts and jackets, smart packaging of the hardware and the external wrapping – not to mention the importance of having someone dedicated to the job of marketing.

Wow! A press pack and a really attractive logo and it's black and as exciting-looking as any of the other consoles you can get.

They're even doing quite well at it – the TV ads look very impressive. The first set that have been shown in the fortnight since the launch are memorably humorous teaser ads – 15 seconds at both the start and end of the ad break, concluding with a satisfying belch from the animated Jaguar – the whole thing concentrates on the quality of 64-bit com-

JAGUAR

What's the Lynx got to do with it?

Lynx ads are going to be "piggy-backed" onto Jaguar ads, so you can expect to see more of the machines around. It seems strange that at this late stage they're actually going to advertise the thing. If you were cynical (or close to Atari) you would say that they've got loads of 'em sitting in the warehouse, it won't cost much to mention the Lynx in a Jaguar ad since they're doing them anyway, so they might as well... but the official line is different.

First, they didn't advertise the Lynx originally because of bad planning – the 32-bit Panther was supposed to come out at the same time as the Lynx and they were going to do a double act.

They decided they weren't going to release the Panther because they wanted to be very far ahead of the competition so the Lynx was left there all alone. Atari perceive the hand-held market as being a tenth of the size of the table top market and the table top machines drag the hand-helds along with them.

Consequently without a table top machine it wasn't economic to throw money at it and advertise the thing. Expect to see around one Lynx ad to ten Jaguar ads.

is especially true with the low price of the Jaguar which he describes as a "low profit leader." The combined Jaguar and CD – when it is released in January 1994 – is expected to retail for $400 total, or around £350.

It's only "sort of" launched over here in the UK with a few thousand tantalising machines lurking in about 50 HMVs and Virgin Megastores and it's not expected to be seriously pushed until Easter 1994 with the start of the TV ads.

Backing up the ads are around 35 software publishers who are developing games for the machine – Atari bods variously reckon there are going to be between 28 and 100 titles available by next Christmas. ***stf***

MARKETING

pared to 16-bit. Following this series there's another 30 second advert called the Elevator Spot which highlights the differences between the Jaguar and the competition – kids open lift doors on 16 bits of Sega and Nintendo, then go all the way up in the lift, past the 32nd floor without bothering to stop, then all the way to the 64th floor which announces "Jaguar by Atari."

There are also going to be ads supporting the software for each of the games that are released. The ads are going to be shown in the New York and San Francisco on spot TV and cable networks at a cost of around $3 million before Christmas – and next year all over the States and in Europe.

FIRST IMPRESSIONS

■ *Evolution Dino Dudes* in all its multi-coloured glory. Pretty, undoubtedly, but a suitable showcase game? We still need convincing.

There are four games out at the launch of the Jaguar including *Cybermorph* which is bundled with the machine, *Crescent Galaxy, Evolution Dino Dudes* and *Raiden*. There were consoles peppered around the room in which the launch was held and in general first impressions are favourable, although it was hardly the time nor the place to conduct full in-depth reviews.

Crescent Galaxy

Criticised for lacking originality, Crescent Galaxy is *ST FORMAT's* favourite, going on evidence we've seen so far. A horizontally-scrolling shoot-'em-up but absolutely heaving with wonderful colours and textures, frightening end-of-level beasties and it's incredibly fast. Excellent stuff.

Cybermorph

Programmed by Midlands-based Attention to Detail, *Cybermorph* sends you into space on a rescue mission. It's very fast and smooth and the addition of a holographic face, very reminiscent of Holly out of *Red Dwarf*, who talks to you and helps you out on your mission. Looking good...

Evolution Dino-Dudes

Or otherwise known as *Humans*, this seems a strange choice to show off the best of the Jaguar's capabilities. The addition of true colour does, however, enhance this platform game featuring cavemen.

Raiden

A conversion from the classic arcade game, this is a frantic vertically-scrolling shoot-'em-up, although again a slightly off-beat choice for a first platform release.

■ *Raiden's* here now – and there are expected to be ten Jaguar titles available before the end of the year.

GAMES SNIPPETTY BITS

Comms gossip

There were some interesting comments from Atari's director of communications, Bob Brodie, sighted on Compuserve this month...

"The signing of WMS Industries is very significant. They are the leading arcade game manufacturer in the world. Some of the finest arcade games, like *NBA Jam, Mortal Kombat* and others have come out on the Williams platform. This means that future Williams hits can be readily ported to the Jaguar for home use."

But there's still no word on what could be the most exciting releases to come for the Jaguar so far are going to be.

We *do* love computers

And Brodie's still attempting to claim allegiance to Atari's computer business: "It is not our intention to abandon the computer business, however, we must be successful with the Jaguar, which means doing the right things in the right way at the right time." And judging from their total absorption into the Jag, doing the right thing is to forget all the forays they've made into the computing world, leaving Falcon and ST users at the mercy of third parties...

Jaguar extras

Jaguar peripherals have started to appear with the JagDapter. Expensive at $49, it enables you to use your Jaguar with your TV and get a monitor-clear picture.

Call Mars Merchandising on ☎ 0101 708 627 7462 for more details – and since they're in the US don't forget the time difference!

EA and Atari?

Rumour has it that Electronic Arts are poised to sign up with Atari to develop for the Jag... interesting considering EA's 3DO allegiance.

First glimpse of Jag CD

ST FORMAT has been able to catch a little more than a glimpse of the Jaguar CD-ROM drive at the ECTS courtesy of Bill Rehbock, director of software applications of Atari US.

The drive, all exposed circuits and twisted wires, is still in the distraught state of hanging from the back of a Falcon. The sort of thing that it's capable of can be seen as Rehbock deftly pushes a few buttons... and the climax of the film *Jaws* springs into life on an accompanying monitor.

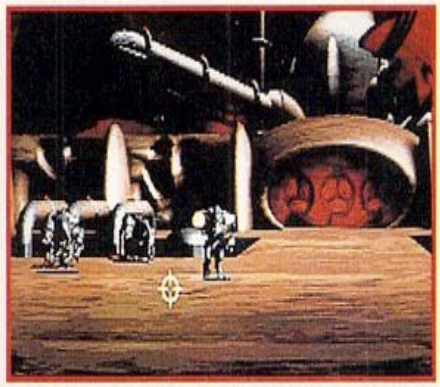
"It's MPEG [video CD compression standard] running at 30 frames per second," reveals Rehbock as Roy Scheider blows up Bruce the shark with a lucky shot. "But the Jaguar's so powerful, you could have that running – see, with the screen moving around – and still be playing a game such as *Crescent Galaxy* in the background."

"'It's MPEG,' reveals Rehbock, as Roy Schneider blows up Bruce the shark with a lucky shot"

He fails to explain why you should want to be playing *Crescent Galaxy* at all, however, though that's not really the point. But what of the frankly piddly screen size?

Rehbock explains this is because the version of *Jaws* shown is a Quicktime movie designed for Apple Macintoshes, ported across for demonstration purposes. The Jaguar CD, with a double-speed data transference rate of 300K per second, can handle a screen of 320 by 200 pixels with 65,536 colours.

The video quality is very good, with sharp images and negligibly-pixellated edges. "The software that runs this – the decompression, the translation and so on, is only 6,000 bytes long," comments Rehbock. The film sequence ends with Bruce dissolving in a cloud of blood. "That's the absolute worst case – the absolute worst image you can get on this," Rehbock adds as the image unsupportively blotches and flares momentarily.



● There was a demo of *Creature Shock* on the PC at the European Computer Trade Show. And very nice it looked too.

● Argonaut was one of the first companies to sign up to develop Jaguar CD games, practicalities aside...

And the games?

The games that are ready to run on the CD ROM unit are conspicuous by their absence. Rehbock drops some very impressive names, such as Ocean with their *Lobo* licence, and coin-op supremos Williams with the supposedly quite fabulous *Double Dragon 5*, gained after buying Tradewest – "It's no coincidence," he comments, rather grandiosely – and also brandishes "my personal list of developers," implying there are some heavyweights not yet revealed in the official announcements, but, as yet, there is nothing concrete to see. Stranger still are the discrepancies between Atari's views and those of the developers themselves. *ST FORMAT* talked to Interplay, who told us they are definitely not programming for the Jaguar. Not so, insists Rehbock; they're working on *Battle Chess*, and it's almost finished. Well, how about *Return to Zork?* "Yes." (No, say Activision.) He and Darryl Still blame a breakdown in communication between companies' US and UK branches.

August launch

"Atari expects to deliver its Jaguar CD peripheral later in 1994 at a suggested retail price of $200," dickers the official press release. Rehbock reckons the company is looking at an August launch.

A major developer, who prefers not to be named, told us that they still hadn't received their Jaguar CD development kit. But that's probably a breakdown in communications.

Atari ooze confidence

The best hardware of the year award went to Atari for the Jaguar at the European Computer Trade Show. This bumps up its number of accolades received this year to six, following the five it picked up at the Las Vegas CES. This must have been the icing on the cake for the company who were having a buoyant ECTS, principally an event for the computer industry to showcase its latest software and hardware releases.

Atari haven't attended the show at all in recent years but this time they were there with a vengeance – even Sam Tramiel, president of the company, came over from the States to be there. The company were showing off the Jaguar and previewing 11 games which are due to come out in the next month or so.

Atari's selection of games wasn't as wide as they'd anticipated, however, with some games apparently still stuck in customs or on the plane. Even those that were there – like *Kasumi Ninja* – were some way from completion. *Ninja,* for example, lacked many of the characters the finished version is expected to include. Also going on behind the scenes were discussions with potential new developers.

"Their selection of games wasn't as wide as they'd anticipated with some games apparently still stuck on the plane"

The official line

Darryl Still, Atari UK's marketing manager, particularly, was confident about the Jaguar's future, sticking to his expectation that 100,000 machines will have been sold in the UK by Christmas.

He explains that Atari are specifically targetting present games players and so, he reckons, the best way to reach them is through the independent retailer. This is despite the fact that the Dixons Group (which includes Curry's and PC World) account for around 40 per cent of home electrical appliance sales, including computers, in the UK.

The idea behind this decision is that sales people in chain stores are less likely to push the Jag compared to Sega and Nintendo machines. The States-wide Jaguar push has concentrated on the larger retail chain stores like Toys 'R' Us, however, to achieve the high levels of distribution they claim they're getting.

It seems likely that IBM are unable to meet the demand for both NTSC and PAL machines so they're concentrating their efforts on the American NTSC format.

● This is a picture of Sam Tramiel, but it wasn't taken at the ECTS. It was one we had lying around. It's still him though.

The realistic view

Taking Atari's claims at face value (just assuming you do...) you would suppose that since Atari are putting all their eggs into the independent retailers' baskets that these indies would be keen to enthuse about Jaguar sales. But no, while NASCR (the National Association of Specialist Computer Retailers) agrees that if they could get hold of Jaguars they would undoubtedly sell very quickly, the truth of the matter is that most independent shops simply haven't had any Jags to sell.

And Atari's personal relationship with the independent retailer also left a little to be desired – their hospitality suite was closely guarded by Atari staff who made sure they couldn't get close to shop owners who, understandably, wanted to be able to see for themselves the products they were supposed to be selling. The route, apparently, was for the shop owners to go through the only confirmed UK distributors, SDL.

Thornley had also been distributing the machine, but now appear to have ceased – Atari's theory was that they couldn't afford the investment necessary to guarantee the minimum delivery although it is more likely that they got fed up waiting for deliveries of Jaguars that never came.

What the softies know

Atari's other major announcement included the fact that almost 100 developers have now signed up to work on software for the Jaguar – and discussions with other developers took place during the show.

This fact doesn't appear to have filtered down through the the representatives of the cited companies who were present at the ECTS. Interplay, for example, denied everything although they have been expected to produce *Battle Chess* for the Jaguar from almost the launch of the machine last November, and Ocean too were distinctly unhelpful – they suggested we looked to our sister magazine, *Edge,* for any details we needed. And *Kick Off 3* which was

THOSE JAG GAMES THAT ARE ALMOST HERE (BUT NOT QUITE)

The Atari representative (or the marketing manager, Darryl Still, as you probably have heard of him before) is grinning maniacally. He's just performed an extremely nasty death move, involving the character on-screen seizing his opponent and breaking him in half across his knee. The game isn't *Mortal Kombat*, but *Kasumi Ninja*, one of a handful of new Jaguar releases unveiled at the ECTS.

The version being displayed of the new beat-'em-up is very early. Only one character is available; a sort of hooded rogue with glowing red eyes. Atari are expecting the latest revision, with three of the expected 12 characters, typically just after the show closes.

The parallels with *Mortal Kombat* are lawsuit-promptingly obvious: large, digitised sprites fighting before larger, digitised backgrounds. The character in the demo – probably called something like Mangler, or Vernon – can perform all the usual punches and flying kicks, with special moves like zapping his opponent with a fireball or teleporting across the screen to appear beside him unexpectedly. And, of course, there's blood and gore all over the place.

Playing the game is fairly fun – the problem is with the Jaguar joypad. With only three buttons (if Atari think the dreaded trimphone keyboard is of any use at all, they're frankly mad) the chances of hugely complex fighting moves are somewhat remote. In the demo game, A+C launches a fireball, while B+C makes Vernon teleport – what a shame if this were to mean each character had only two moves. But the mechanics are there – it's slick, and it's fast – and with Acclaim's official *Mortal Kombat* looking less and less likely, *Kasumi Ninja* may well fit that beat-'em-up gap. You can judge for yourself when it comes out in August.

Alien vs Predator

Also being shown was the game everyone, but everyone, is talking about. Apart from when they're talking about *Tempest 2000.* The extremely quick go we had proved an oddly dispiriting experience. The scenery of the game, all battle-scarred wall panels and failed lighting, is undeniably impressive. Both speed and detail are tremendously high. It's just things look scrappy. Movement feels floaty and distanced – the scenario on view, where you play the Marine, has a dangerously military rifle waving in the centre of the screen to suggest you're swaying as you walk. But it just looks like a dangerously military rifle waving in the centre of the screen. And as for the gunshots and explosions, they're miserably poor. Your gun flashes half-heartedly a few times, and then the target fades away.

It also looks as if Rebellion are still having trouble fitting their preferred samples into the game – apart from some clunks, whirrs and clicks the demo version is silent. Furthermore, the demo version is bugged. At one point we were attacked by the disembodied right arm of an alien. It's not fair to judge a game on only a five-minute jaunt, but the demo version is rattlingly unnerving. Maybe our expectations have been heightened by playing PC *Doom.* Atari say *Alien vs Predator* is two weeks away from completion. You can read what we think of the finished game next month. Probably.

Tempest 2000

Some fools wanted to throw us off the display Jaguar to play this game

● Everybody who has seen or heard of *AVP* reckons it's really quite good. But our short go on it wasn't actually that impressive.

at ECTS

expected to be released by Anco in the next couple of weeks has been put back because, they say, Atari simply haven't sold sufficient machines to make it worth their while to rush it.

Rumours

Although on the surface the future for Atari is a rosy one, you don't have to scratch very far beneath to find some rather major cracks in the woodwork – and the worrying thing is that the concerns come from people very close to the company.

One source suggested that as few as 112 Jaguars had been sold in the UK, and even went as far as to say he expected Atari UK and Europe to be dissolved within the next couple of months. Although this would be potentially disastrous for the European distribution of Jaguars, and at the very least a major inconvenience for everyone who owns an Atari computer of any description, and any company who depends on Atari for their livelihood, it would support their apparent conviction that the States is the place to be to lead the world. The reasoning being that the rest of the world usually follow anyway.

"Atari's other major announcement included the fact that almost 100 developers have now signed up"

• Bob Gleadow, the MD of Atari UK who was also at the ECTS, though he wasn't there here. See?

Jean Rechin, Atari's European marketing director, is a little more optimistic when he talks about Atari's future. He believes, at least, that Atari are going to be in the future of games machines in some way or another – he seems relieved that they're not being discounted completely.

Despite the teething troubles that Atari have had for several months, they're still way ahead of the competition since Sega or Nintendo's 64-bit offerings haven't yet seen the light of day. The word on the street is that the Jaguar could succeed – in spite of Atari's best attempts.

with a view to buying it for worldwide distribution, or something, but we kicked them in the shins until they went away.

Stop it. Now

You can read about the other games on show – *Wolfenstein 3D* and *Flashback* – in the previews on pages 60 and 61. But we can't leave the Atari stand without mentioning the advertising campaign running unnoticed on a video in one corner.

It's a series of about half a dozen designed for US audiences, and they're startlingly bad. Most of them revolve around a Typical Teenager, called Vernon, or Mangler, or something, playing either *Cybermorph* or, er, *Crescent Galaxy*. You see a montage of cleverly presented scenes from the games that ingeniously fail to reveal *Crescent Galaxy* is amazingly grim, then cut back to the Typical Teenager.

They're suitably astonished, and either fall over, comically crispy-haired from the almost physical shock, or else vomit copiously over the camera. Cut to lethargic animated jaguar, the picture of cool, who slouches in a seat and growls disinterestedly out of the side of his mouth.

Excited announcer bellows horrible slogan and then collapses from respiratory failure. Yes. We'll take two, please.

• *Tempest 2K*. This is brilliant. Turn to page 64 to discover why.

JAGUAR DEVELOPERS

ACCENT MEDIA PRODUCTIONS
ACCLAIM Mortal Kombat
ACCOLADE Hardball 3
Brett Hull Hockey
Charles Barkley Basketball
Jack Nicklaus Power Challenge Golf
Bubsy
ACTIVISION Return to Zork (CD-ROM)
ALL SYSTEMS GO Jukebox
Horsenose and Booger (CD-ROM)
AMERICAN LASER MASTERS
Mad Dog Mcree
ANCO SOFTWARE Kick Off 3
World Cup
ANTHILL INDUSTRIES
ARGONAUT SOFTWARE LTD
Creature Shock (CD-ROM for Virgin)
ASG Bio-spfear
ATARI
Chaos Agenda (CD-ROM)
Crescent Galaxy
Club Drive
Tiny Toon Adventures
Batman the Comic
Battlezone 2000
Space Pirates
ATTENTION TO DETAIL
Cybermorph
Battlemorph
Blue Lightning (CD-ROM)
Cybermorph 2 (CD-ROM)
AUDIO VISUAL MAGIC
BETHESDA SOFTWORKS
BEYOND GAMES Battle Wheels
Mechtiles
Ultra Vortex
BJORN JOOS/KRIS VAN LEER
BLACK SCORPION SOFTWARE
BORTA AND ASSOCIATES
BRAINSTORM
Jaguar development system
BRODERBUND
BULLFROG PRODUCTIONS LTD
Theme Park (for Ocean)
Syndicate
CLEARWATER SOFTWARE
COMPUTER MUSIC
CONSULTING
CROSS PRODUCT
SNASM development system
CYBERVISION
CYBERWARE
DELTA MUSIC SYSTEMS INC
DIMENSION TECHNOLOGIES
DOMARK
DTMC Lester the Unlikely
ELITE Power Slide
EPIC MEGAGAMES
EUROSOFT
GAMETEK INC
GENUS MICROPROGRAMMING INC
GREMLIN GRAPHICS Zool 2
H2O DESIGN CORP
HANDMADE SOFTWARE
Kasumi Ninja (for Atari)
HIGH VOLTAGE SOFTWARE
HISOFT
ICD INC
ID SOFTWARE
Doom: Evil Unleased
Wolfenstein 3D
IMAGINEER
IMAGITEC Bubsy
Evolution Dino Dudes
Raiden
Freelancer 2120 (CD-ROM)
INFOGRAMES Alone in the Dark
INTERPLAY
Battlechess (CD ROM)
Another World
JALECO
LIMELIGHT
LLAMASOFT Tempest 2000
LUCASARTS
KRISALIS SOFTWARE INC
Soccer Kid (for Ocean)
MANLEY AND ASSOCIATES INC
MAXIS SOFTWARE
MEDIA INC
MICROIDS Commando
Navy Commando
Evidence
MICROPROSE Gunship 2000
MIDNIGHT SOFTWARE
Car Wars
Dungeon Depths
MILLENNIUM Brutal Football
NMS SOFTWARE LTD
OCEAN Apes
Lobo
ORIGIN
PARK PLACE PRODUCTIONS
American Football
PHALANX Phong 2000
PHOTOSURREALISM
Galactic Gladiators
PIXIS INTERACTIVE
READYSOFT INC
Dragon's Lair (CD-ROM)
Dragon's Lair 2 (CD-ROM)
Space Ace (CD-ROM)
REBELLION AVP
Red Line Racing
Legions of the Undead (for Atari)
REST ENERGY
RETOUR 2048 Zozziorx
Indiana Jags
SCULPTURED SOFTWARE INC
SENSIBLE SOFTWARE
Cannon Fodder
SILMARILS Robinson's Requiem
SOFTWARE CREATIONS
SPECTRUM HOLOBYTE
Star Trek: the Next Generation
SUNSOFT Aero the Acrobat
TEAM 17 SOFTWARE LTD
Brutal Sports Football
TEAM INFINITY
TECHNATION DIGITAL WORLD
TECHTONICS
TELEGAMES INC Casino Royale
European Soccer Challenge
Ultimate Brain Games
TEQUE LONDON LTD
THRUSTMASTER
TIERTEX LTD
TITUS
TRADEWEST Double Dragon 5
Troy Aikman Football
TRIMARK INTERACTIVE
UBI SOFT
Jimmy Connor's Pro Tennis
US GOLD Flashback
V-REEL Arena Football
Horrorscope
VIRGIN
VIRTUAL XPERIENCE
VISUAL CONCEPTS
WILLIAMS BROTHERS
WMS INDUSTRIES
ZEPPELIN GAMES
Centre Court Tennis
3D GAMES Rainbow Warrior
21ST CENTURY SOFTWARE
Pinball Fantasies

ATARI AT THE CES

SHOWTIME USA 1994

Every summer, Chicago plays host to the CES, an industry conference at which everyone in the video games business blags on about what they'll be doing over the next six months. Atari were there, as was Tim Tucker for *ST FORMAT*...

A few months ago it was starting to look like the four or five games already available for the Jaguar were all we'd be seeing, and that we'd be more likely to see "virtual reality holographic information superhighways" in the home before actually getting to play the smart games like *Alien Vs Predator* on the Jaguar. However, Atari's presence at the recent CES did much to allay fears that software is not forthcoming. There were over 25 titles on show, and the promise of this number reaching 30 by the end of the year, with nearly ten of them from Atari themselves.

■ **And Raiden blasts Sub-Zero... ah, that's the other game. *Kasumi Ninja* appears to have taken a great idea and bettered it.**

So what were the high points? Well, as usual, *Alien Vs Predator* looked great, better than ever in fact, but for God's sake, let's get it into the shops before the *Alien* concept is redundant and *Predator* is synonymous with a popular football boot. *Chequered Flag* is also coming on in leaps and bounds, performing much faster and smoother than ever before, and looking likely to challenge Sega's *Virtua Racing* on its own terms. Hurrah! Both these games are being produced by Atari themselves, as is *Kasumi Ninja*, a blatantly *Mortal Kombat*-inspired beat-'em-up with quite stunning visuals. Other titles from the guys that made your ST include *Club Drive*, an unusual 3D polygon racing game, and *Wolfenstein*, predecessor to *Doom*, and a damn fine game in its own right. In fact, *Wolfenstein*, in its own subtly anti-Nazi way, goes furthest to illustrate the difference in power between the 64-bit monster-cat-type-thing and the 16-bitters before it. Compare this to the blockily bitmapped SNES version, or even the PC original, and you'll soon realise that you did the right thing buying a Jaguar. Atari were also displaying *Blue Lightning*, a flight sim shooter, *Battlezone 2000*, the update of the classic arcade 3D tank game, and *Space Wars*, a two-player shoot-'em-up.

From third parties, there are three platform games on the way, including the bafflingly popular *Zool*, the bouncy bobcat *Bubsy*, plus a brand new creation from UBI Soft known as *Rayman*, perhaps the most colourful and graphically superior platformer. Also soon to be on the prowl is *Ruiner*, a pinball game (oh yes), *White Men Can't Jump* (which Jean Richens of Atari described, rather enticingly, as *Virtua Basketball*), and *Graham Gooch's World Class Cricket*, possibly a console first in enabling you to participate in the noble sport without falling asleep with one of those stupid hats over your face.

Despite all this, *Doom's* still the most exciting game to be chain-sawing its way on to the Jaguar, and soon up to 32 players will be able to link up their Jags and indulge in multi-player mayhem. See the box on Jaguar hardware for more details.

■ **Every time we see *Alien Vs Predator* it just gets better. Check out this title screen and you'll see what we mean. Gobsmackingly good or what?**

JAGUAR HARDWARE

The CES was the venue for the presentation of the final CD-ROM drive for the Jaguar. This is like any other CD-ROM drive, except it slots into the cartridge port on the Jag and makes it look a bit like a toilet. Jean Richens of Atari took us through the potential of the new machine: "It will be out in November in the US at a highly competitive $199, and should be in Europe sometime in December or January next year. It's a stupendous product for three reasons: 1) because of its attractive price, 2) because it supports video games, music CDs and movie CDs, (as long as you have the full-motion video hardware cartridge), and 3) because it's the only new CD player with a built-in cartridge port. This port makes it possible to record games, and also enlarge the capacity, by having both a CD and cartridge running a game simultaneously."

Jean reckons there'll be four or five CD titles on launch soon, including *Demolition Man* and *Creature Shock*, but there should soon be a lot more, with at least 30 companies currently developing for the new CD system.

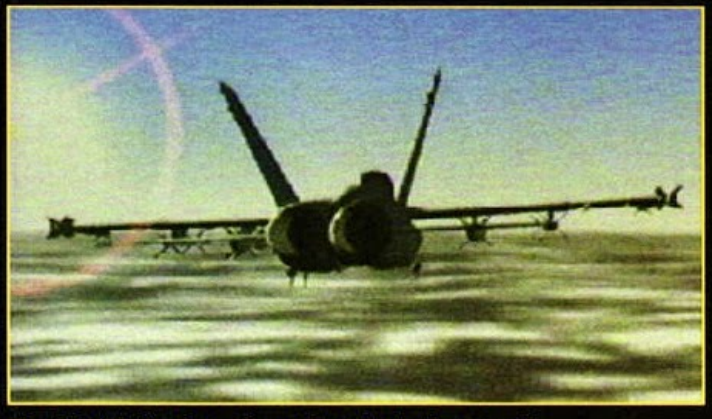
One of the first real developments for CD games is something called Cinepak, which enables developers to include up to three hours of video film in their games. We saw this working, and it's a damn sight better quality than the current spate of video on CD. For actual movies, though, you'll have to wait until MPEG becomes available sometime in 1995.

Another announcement from Atari concerned a voice data modem for the Jaguar. Sounding more like something you'd expect to see on your ST, this nifty little device enables players to link up over the telephone while speaking at the same time, coming with a headset and microphone (so you can shout "Got ya, ya bast" while slaying the bloke down the road, from the comfort of your own bedroom). It will enable up to 32 players to play on the same game via telecom link, in games such as *Doom*, *Blue Lightning* and *Battle Core*. Schmart!

JagCD

After months of patient stalking, *ST FORMAT* – the David Attenborough of computer magazines – finally brings you the shy, retiring JagCD. Shhh!

The CD unit sits neatly on top of your Jaguar, enabling you to play both CD-ROM and cartridge games (but not simultaneously, of course).



Blue Lightning's video footage is superbly rendered and very smooth.

After numerous false starts and non-appearances, the CD-ROM add-on for the Jaguar slid quietly into the shops at the beginning of this year. Bundled with two full games, a demo and an audio CD, it's an easy-to-use package that unlocks the massive storage space offered by the CD-ROM format.

The drive slots neatly into the Jaguar's cartridge slot – you leave it plugged in and use the new port on the top to play cartridge games. A separate power supply is provided, which is a bit of a nuisance (it was originally going to be powered from the Jag itself). However, the JagCD feels well made and the two units slot together solidly.

Starting a CD-ROM game is simple – insert the disc and turn on the power. Cartridge games always take precedence, so remember to remove them before you try to play a CD-based game.

While both the Jaguar and the JagCD can produce stunning stereo output, the basic kit routes all the sound through your television. If you want stereo sound, you'll need a lead to connect the Jaguar to a stereo television or hi-fi amplifier. This is annoying: the JagCD can play standard audio CDs, and the Virtual Light Machine (see the Looks Good! panel) revitalises your record collection, but who wants to listen to music in mono? It's a shame there isn't a headphone socket – if anything deserves one, the JagCD does.

You'll also need to find £30 for the memory track cartridge. Whereas cartridge games use battery-backed memory or a password system to save your games, the JagCD offers neither as standard. Without the extra cart, you can't save your position at all. This a huge drawback if you favour complex adventure games, such as *Myst*, so remember to include the memory track cartridge in your budget.

These criticisms aside, we like the JagCD a lot. It opens up new worlds of gameplay and provides a novel way to enjoy your CD collection. Apart from the lack of stereo sound capabilities in the standard kit, the design and construction is excellent. We certainly think it's a worthwhile purchase if you're serious about Atari gaming.

Blue Lightning

Here's a sound idea. Take a really old game – which wasn't that good anyway – from Atari's Lynx handheld console and update it to utilise the power of the Jaguar and JagCD. Eh? Exactly. That's *Blue Lightning*: an updated conversion of the creaking

A quick trip through Bath's industrial cityscape for a pizza, then head for home.

MYST DEMO

You only get to explore one location in the playable demo of *Myst*, namely the wood-panelled library.

The slideshow provides a taste of the exotic locations offered by the full version of *Myst*.

***Myst* is a well-known point-and-click graphic adventure game which first appeared on the Apple Mac, where it sold by the bucketload. The Jaguar version is available now, and the JagCD bundle includes a limited playable demo.**

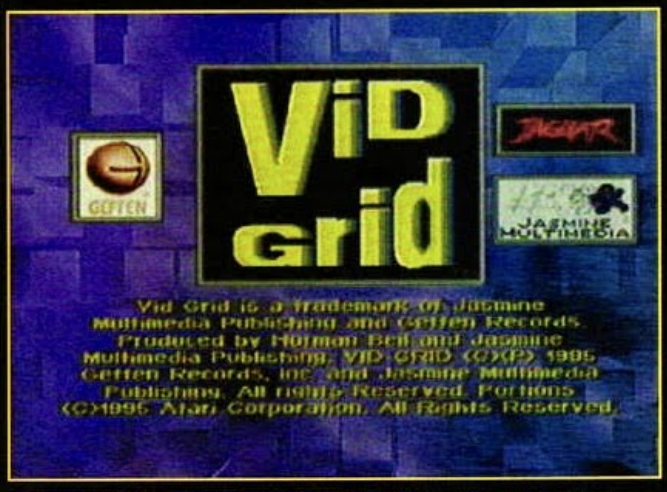
In the full version, you're stranded on a mysterious island and have to discover what's going on, and how to get away. *Myst* is acclaimed for its superb rendered scenery, and this version takes advantage of the Jag's 24-bit colour capabilities.

The demo is very limited, though. You're restricted to exploring one building – the library – and there isn't a lot going on. However, it does let you get a feel for *Myst*'s free-form plot and simple interface. There's also a stunning slideshow of scenes from the full game and some superb video and audio footage. You probably won't play with this for more than an hour or so, but it provides a decent taste of the real thing.

SOUNDS GOOD?

An odd one, this. The only bundled item which isn't Jaguar-specific is a standard audio CD containing the soundtrack from Atari's legendary *Tempest 2000* game. The game was renowned for its upbeat pounding techno soundtrack – the perfect accompaniment for Jeff Minter's explosive colourfest. It's a bit odd to separate the music from its context, but it works.

The disc isn't a direct copy of the game audio: the original musicians, IDI, have remixed and re-recorded it, adding extra tracks and expanding the existing ones. The disc provides 12 tracks of clear digital audio and lasts almost 64 minutes. You'll either love it or hate it, depending how you feel about screeching techno wallop noise. It works well with the Virtual Light Machine, too.



VidGrid shows off the JagCD's power, but falls sadly behind with its short-term gameplay and lack of variety. All the tracks feature rock or heavy metal.

arcade flight simulator from Atari's pocket pal.

To be fair, it is substantially better than the Lynx version. You start by undergoing a series of training missions, after which you're drafted into the full Blue Lightning squad, ready to tackle the real missions.

As with all the pack-in games, *Blue Lightning* is chock-full of moving video footage. Strip away the eye candy, though, and you're left with a fairly basic pseudo-3D aerial-combat game. You have a choice of three planes to begin with, and success in the missions rewards you with new fighters and bombers. Weapons are initially limited to cannons and missiles, but later missions offer napalm (we kid you not) and cluster bombs.

Your plane has three basic throttle controls – cruise, air brakes and afterburners. Coupled with the simple weapon controls, this makes *Blue Lightning* easy to play. You can't hit the ground, but it's a good idea to avoid mountains and buildings.

Whether you're fighting enemy jets and choppers or bombing fuel tanks, *Blue Lightning* can be a lot of fun. We can't see the appeal lasting all that long, but it's fine for a quick dog-fight when the mood takes you.

A worthwhile purchase if you're serious about Atari gaming

VidGrid

Probably the most visually striking item in the CD bundle, *VidGrid* is also the most limited in gameplay terms. It takes the ancient sliding-block puzzle concept and updates it for the JagCD with full-motion video footage. Rather than chopping up simple static images, *VidGrid* slices and dices moving video and requires you to rearrange it correctly.

To solve the puzzle, you drag squares of video to the right place in the grid. You must unscramble the picture before the video finishes to continue playing. The first puzzles only have nine pieces and are easy to solve, but later levels have up to 35. Segments of video can also appear either upside down, horizontally flipped, or both.

If you think this looks easy to solve, remember that it's fluid moving video in real life.

There are eight full videos on offer, all featuring rock or heavy metal. Tunes range from the power thrash of Metallica's *Enter the Sandman* to the less abrasive *Cryin'* from Aerosmith. The snag is obvious: you'll soon get tired of unscrambling the same videos again and again.

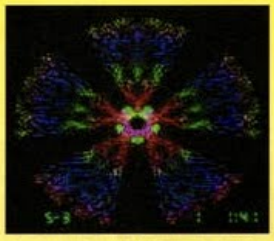
Box of tricks

Overall, the pack-ins are a bit lacklustre, but there are plenty of them. They get you started, but you'll want some full-price games before long. *stf*

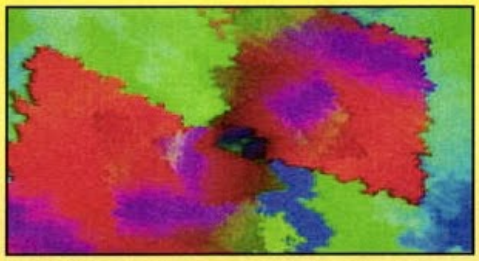
FRANK CHARLTON

LOOKS GOOD!

Another product of Jeff Minter's fevered imagination, the Virtual Light Machine (VLM) is built into the JagCD hardware. A direct descendant of Jeff's earlier attempts at light synthesisers, *ColourSpace* and *Trip-a-Tron* (both on the ST), the VLM is spectacularly odd.



Still images don't begin to show you the beautifully liquid nature of these pulsing patterns.



Loud music produces extreme results with some of the VLM's more colourful effects.

At the most basic level, it's an interface enabling you to listen to standard audio CDs on the JagCD. However, rather than provide a simple set of controls to start and stop playback, Minter has unleashed a mind-bending tool which produces psychedelic light shows to accompany your favourite music.

When you stick a disc in, you're confronted with a photon storm of the highest proportions. The VLM has nine effect banks, each containing nine separate sound-to-light effects. You can either instruct it to trigger effects randomly, or use the joypad to skip through the banks yourself. Some types of music work better than others – heavy rock isn't as good as a piece with shades of light and dark, for example. Shove in a CD with the VLM set to randomise and you'll stop the conversation at any party.

We initially thought it was just a gimmick to fill up space on the JagCD's ROMs, but of all the goodies in the JagCD bundle, the VLM is the item we've played with the most. You'll find yourself going back to it again and again, armed with different audio discs, just to see how it performs.

Product: Jaguar CD-ROM
Price: £149.99
Contact: The Console Centre
Tel: 01484 544926
Min system: Atari Jaguar

VERDICT ● STF VERDICT ● STF VER

HIGHS
- Good range of bundled software
- The VLM is superb

LOWS
- Needs extra cables for stereo audio

In short...
Increases your enjoyment of the Jag and brings new life to your audio CDs.

80%

Ten of the best

A games machine is no use without games, so here are Stuart Campbell's recommendations.

1 Tempest 2000

Not only the best Jaguar game ever, but almost certainly the best video game ever. This is not so much a game, in fact, as an all-out Stalingrad-scale assault on your senses, mixing eye-watering graphical fireworks and great sound with gameplay that'll have your heart pumping so fast you'll think there's a hyperactive Brazilian samba band inside your ribcage.

How good is it? When *Tempest 2000* came out, I spent £285 on a copy of the game and an imported US Jaguar. That's how good.

Even His Majesty Pete The Third, King Of The Stupid People, has bought *Tempest 2000*. Have you any idea what you're missing out on?

2 Doom

You really shouldn't need us to tell you about *Doom*, but it's worth pointing out one last time that Jaguar *Doom* is still the best incarnation of the game to date. Tweaked, improved and the new levels run as quickly and smoothly as all but the fastest £1,600 PC can manage – and certainly as fast as you could ever need. The much-maligned (and rightly so) Jaguar pad makes a far better job of the controls than you'd ever have expected.

The game itself is a cast-iron blood-and-guts classic that's still more than a match for the countless clones that have sprung up in its wake, and the awesome network Deathmatch option is the icing on a cake that's already big enough to hide three strippers and a donkey.

3 Iron Soldier

At heart a simple shoot-'em-up, *Iron Soldier* nonetheless has a feel all of its own. It puts you in control of a huge robot the size of a ten-storey building, with a mission to obliterate everything in sight. Clomping around looking down at the view between your huge robot feet as you stomp all over tanks and small family homes is uniquely entertaining, and you begin to see why King Kong felt the way he did.

4 Wolfenstein 3D

Largely (and wrongly) ignored since *Doom* appeared on the scene, *Wolfenstein 3D* is still worthy of attention, and not just because it's *Doom's* daddy. A cleaner, simpler game than its offspring, *Wolfenstein* packs in the maximum amount of senseless carnage with the minimum amount of distracting puzzle-solving and comes up with a highly evocative game. It's rather less claustrophobically scary than the illustrious follow-up, but the graphics are crisper and don't make your eyes go funny and your head hurt after four

hours of non-stop playing, which is always a boon.

5 Alien vs Predator

This doesn't match up to either *Doom* or *Wolfenstein* in the gameplay department. However, what it lacks in cunning design it makes up for in atmosphere. I've played loads of *Doom* games, but meeting one of those eyeless aliens in *Alien vs Predator*, scampering at you in that trademark way, is more scary than anything else you've ever seen in a game. In real life too, probably.

And I still have to turn away from the screen whenever one of my Colonial Marines cops it from a facehugger. Honestly.

6 Syndicate

Set in an all-too-plausible near future where the world is run by sinister global corporations, *Syndicate* puts you at the head of a team of four cyborgs armed with a device known as the Persuadatron (ulp), with which you can brainwash other game characters. If that doesn't work, just blow their heads off with a rocket launcher.

The Jag gets the original, sinister Amiga/PC version too, rather than the kiddied-up one seen on other consoles, and if you're not scared after playing *Doom*, *Alien vs Predator* and this, you're probably a cyborg already.

7 Theme Park

The games so far released for the Jaguar have been, in many ways, a bit of a throwback to the old days of games consoles. Shallow arcade-type titles have been very much to the fore, and we've seen very little of the strategy/RPG/puzzle/weird Japanese stuff released for other machines. Or the good platform games. That's not necessarily a bad thing, but sometimes it's nice to have a bit of a break and play a sim game like *Theme Park*.

Theme Park puts the fun back into building up a simulated business, but without losing any of the demanding strategy. At the moment it's number one in a category of one, but it's going to be a long time before something comes along to topple it.

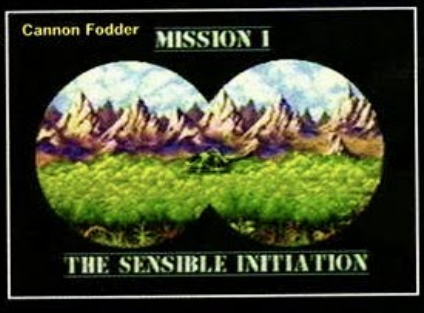
8 Cybermorph

It was never going to be the kind of killer game that sold the machine on its own, but *Cybermorph* is still an underrated little game. Unearthly graphics make for an otherworldly atmosphere, backed up by lovely whooshy effects and that dreamy voice-of-your-ship speech, but the game is still the star.

Cybermorph mixes exploration and all-out blasting in an engaging setting. The difficulty curve is just right too, from the gentle introductory levels to the terrifying firefights that'll take every ounce of skill you can muster.

9 Cannon Fodder

In many ways reminiscent of *Syndicate*, this undisputed classic is a much more straightforward arcade shoot-'em-up. The graphics have been prettied up for the Jag, but without losing the much-loved tiny-figures that are Sensible Software's trademark. The joypad doesn't make for perfect control, but the gameplay is so entertaining and just plain gosh-darned lovable that you won't mind persisting with the controls until you get to grips with them properly.



10 Pinball Fantasies

It's pinball. But on the Jaguar. This is the second in 21st Century's long line of pinball sims, and it's one of the best. You get four tables, three of which are pretty good. The ball movement is convincing, and bouncy tunes keep you in the right frame of mind. You'll be hard pushed to find better pinball on any console, and for a small fee, 21st Century will send a big sweaty bloke round to stand behind you and shout: "The left ramp, hit the left ramp NOW!" Good stuff.

The Jaguar past, present and future

Frank Charlton brings you up to date on the current Jaguar scene, while Stuart Campbell lines up the ten best games released so far.

Get yourself a Jaguar and you'll be at the cutting edge of video game technology for the next five years. It's an offer too good to resist..." Or so we said in issue 55, nearly two years ago.

A lot of water has flowed under Atari's bridge since then – flooded under, some would say. Two years is enough time to measure the staying power of a games console, so where are we now with Atari's brilliant 64-bit wonderchild?

Well, the Jaguar itself is still here, still in the shops, and still selling. Then again, so are the doddering old 16-bit consoles like the Sega Mega Drive and the SNES, so that's no big deal. No, the way to find out whether the Jaguar has lived up to its potential is to take a hard look at what's past and what's yet to come...

The hardware

As with any computer technology, a games console needs to be updated and added to if it's to survive in a rapidly changing industry. Sega squeezed extra life from the aging Mega Drive by adding new peripherals, such as the MegaCD and the 32X add-ons. With a clear two-year head start on the rest of the industry, what has Atari done to advance the Jaguar cause?

Er, not a great deal, actually. The much-awaited CD-ROM drive was first announced when we ran news stories of the Jaguar's impending release – back in issue 55 again. It was launched in the USA earlier this year, and is now slowly appearing in the UK shops. Even now, though, you'd be forgiven for not knowing that it's out there, since Atari seems to think that advertising ranks alongside mugging old ladies and stealing lollies from babies...

The virtual reality headset was also mentioned in the birth announcement. Promising a headset was a brave move for a relatively small video game company like Atari, and many industry pundits thought it would never happen. As it turns out, they could well be right. Atari has backed out of its deal with UK pioneers Virtuality, for reasons which still aren't clear (see page 11). Atari UK's Darryl Still recently confirmed that the Virtuality deal had been dropped, but enthused that a Jaguar-based virtual reality system was still a strong possibility.

The software

No-one shells out for a new and untried game system unless there's some pretty startling software to back it up. Atari took the plunge and included 3D space game *Cybermorph* with the Jaguar, at a time when other manufacturers plumped for more predictable platform or 2D shoot-'em-up affairs.

While Sega and Nintendo consistently evolved their bundle deals to include new

FIGHT FOR LIFE

Atari's much anticipated vector beat-'em-up *Fight For Life* is doing just that – and struggling. Recent restructuring at Atari US has resulted in the game being placed on "indefinite hold". This is a pity as, judging by the screenshots we've seen, it was shaping up nicely.

Next month we'll be talking to Atari president Sam Tramiel, and you can bet we'll be asking what happened to *Fight For Life*. We'll also be covering the recent staff layoffs at Atari, Atari's commitment to the Jaguar, and why it abandoned the computer market. Don't miss it.

ATTACK OF THE MUTANT PENGUINS

An odd-sounding game to be sure, but it looks like being one of the most colourful and amusing Jaguar games ever.

HIGHLANDER

Based on the animated TV series rather than the cult movie, this is another CD-only release. It has excellent 3D polygon characters and boasts extensive digitised video and audio sequences from the original cartoon.

THE JAGUAR CD

We mentioned the infamous CD-ROM add-on back in issue 55, when we covered the launch of the Jaguar. The long-awaited drive is just starting to appear in the shops, but is it too late? Will it enable the Jag to compete with new consoles from other manufacturers? Is it any good? What are the games like? All these questions need answering, and we'll be doing so very soon in an in-depth review.

The Jaguar CD is a plug in CD-ROM drive with a double-speed mechanism. The design hasn't changed much since we saw the first publicity shots: it still sits on top of the Jaguar, and the flip-up lid still makes it look like an expensive matt black toilet.

The standard pack includes four CDs:

- **_Blue Lightning_, an _Afterburner_ lookalike, developed from the original game for the Lynx hand-held;**
- **_VidGrid_, a puzzler featuring swanky full-motion video footage of rockers like _Aerosmith_, _Metallica_ and _Van Halen_;**
- **A demo CD featuring the atmospheric graphic adventure _Myst_; and**
- **Er... the audio soundtrack to Tempest 2000. Fine if you like techno music, we suppose.**

Jeff Minter's _Virtual Light Machine_ is built into the drive. It's a sound-to-light convertor which analyses any normal audio CD you play and generates weird stroboscopic fractal visuals to go with it. The impression we get from speaking to Jag CD owners in the USA is that the VLM is everyone's favourite part of the CD bundle. Let's hope Nick doesn't break it with his _Magic Roundabout_ soundtrack...

THE NEW BREED

Unless you've spent all year playing _Obsession_, you'll have already been assaulted by ads for the 'next generation' of games consoles. Ignoring Nintendo's Ultra 64 (no one has seen one yet), the two machines the Jag has to climb into the ring with are the Sega Saturn and the Sony PlayStation (PSX). They're both 32-bit machines, they both make use of CD-ROM technology, and they're both more expensive than the basic Jaguar setup. So how does Atari's black box compare with these young upstarts?

Processing Power: Like the ST, the Jag contains a Motorola 68000 chip, but it isn't the main CPU – despite what other mags may have said. The Jaguar uses the 68000 for 'housekeeping' tasks, while the main power is provided by two custom-made RISC chips, nicknamed Tom and Jerry. Both the Saturn and the PSX use RISC technology of comparable power.

Graphics: Both the Jaguar and Saturn graphics engines deliver a maximum resolution of 720x576, while the PSX provides 640x480. All three use a TrueColour display which provides 16.7million colours.

Sound: While the Jaguar offers 16-bit CD-quality stereo (even without the JagCD), the Saturn and PSX claim to provide 24-bit stereo sound.

CD-ROM: All three next generation consoles line up equally with double-speed CD-ROM drives capable of delivering data at 300K/s. The Saturn and PSX come with the drive as standard, while Jag owners have to buy their unit separately.

Bundles: The Saturn is available as a base unit with no game, or as a bundle with _Virtua Fighter_. The PSX doesn't come with a game, but you do get a CD of playable demo versions.

Marketing: No contest. Atari loses every time, thanks to the aggressive ad campaigns from Sega and Sony.

games (the Mega Drive was launched with the awful *Altered Beast* before a certain blue hedgehog arrived), Atari has stuck with *Cybermorph* throughout. Rumours abounded about an *Alien vs Predator* bundle, but it never appeared. Here at *ST FORMAT* we think that Atari needs a serious rethink in this department if the Jaguar is to move ahead.

With the launch of the Jag CD and some long-term projects finally coming to fruition, it seems Atari is finally coming up with a steady flow of quality titles. It may be a while before we see some of these titles in the UK, but take a peek at the screenshots along the bottom of the page to see what's coming.

We're also eagerly anticipating *Defender 2000*, Jeff Minter's updated 64-bit version of the stonking Williams arcade classic. *Tempest 2000* was excellent, so the world is waiting with baited breath for this killer.

Atari has a lot more titles either ready for release or still in development. Titles such as *Myst*, *Commander Blood*, *Iron Soldier 2*, *Primal Rage*, *Fever Pitch Soccer* and *Phase Zero* are all slated for release at either the end of this year or the first part of 1996. Some ST and Falcon games are heading for conversion, too: the superb space shooter *Zero-5* is in the wings, as is a CD version of Silmarils' epic space adventure *Robinson's Requiem*.

Couple all that with 'will they, won't they?' releases such as the money-spinning *Mortal Kombat 3* – listed by Atari as "in development" – and you can see there's a lot to look forward to. If Atari continues along these lines, it'll be well-prepared for the console war to come.

BALDIES

Not a game starring Clive and myself, despite what Karen may tell you. _Baldies_ is a conversion of the hugely popular Amiga title, and it looks and plays like a cross between _Lemmings_ and _Civilization_. The objective is to increase your army of follically-challenged chaps and take a crack at ruling the world.

BATTLEMORPH

This sequel to the game we all own is another CD title, and it follows on from the original. It features yet more FMV sequences, and expands the _Cybermorph_ universe to include underwater or even underground travel. If it plays as well as it looks, this could be a stormer.

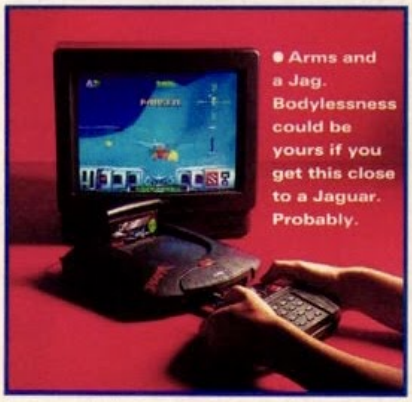
BATTLESPHERE

Not to be confused with the _Cybermorph_ sequel, this 3D space combat epic looks a real stunner so far, with some superb texture mapped vector graphics. If you yearned for more complexity than _Cybermorph_ offered, this looks to be the biggest contender.

Atari on course Jaguar sales

Atari are selling Jaguars as fast as IBM can make them – they've already sold 100,000 of them in the States, putting the company on course for sales of a million by Christmas.

With many of the teething problems out of the way and a substantial list of developers under its belt (see boxout opposite) Atari are looking to a rosy future. As Darryl Still of Atari UK put it: "the company's now healthier than it has ever been, we've undergone substantial restructuring and now the future's coming on-line." He confidently predicts starting up problems for Sega and Nintendo's higher end technology – Saturn and Project Reality respectively – and happily boasts that Atari are at least a year ahead of them in terms of consumer awareness and, just as importantly, sales. They've got production and national US distribution well under way – Darryl says "now it's just a matter of building up supply to meet demand" – and a reasonable selection of games should soon start to appear.



● Arms and a Jag. Bodylessness could be yours if you get this close to a Jaguar. Probably.

Jaguars in the UK

The next thing to think about is the distribution of Jaguars in the UK and Europe. Atari concede that numbers of Jaguars in the UK before Christmas – that had been brought in officially by them – numbered fewer than 1,000, but the IBM production plant is now making "decent quantities" of PAL machines and by June you shouldn't have any problems getting hold of one. SDL and Thornley distribution companies are preparing to take stocks and sell the machines in the UK.

"Now it's just a matter of building up supply to meet demand"
Darryl Still, Atari UK

However, the grey import market in the UK is booming – Atari estimates that over 1,000 Jaguars are being sold each month by grey importers, those that really are doing very well are those companies that are buying NTSC machines, adding a PAL convertor and selling them at a reasonable price – say £249 as opposed to the extortionate £300 plus that's being asked by other outlets.

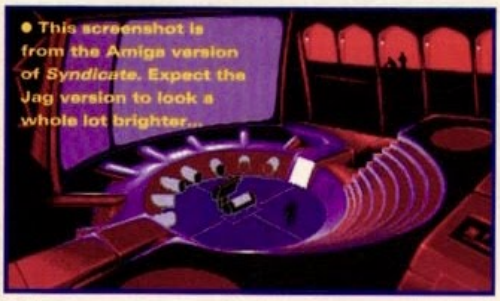
Going on show

Atari's newfound confidence can also be seen in their plans to actually go the European Computer Trade Show in April – the first

Bullfrog take hit

Masters of the god game and creators of some of the most popular games to come out on the ST, Bullfrog, are among the most recent list of developers (above, opposite) to commit themselves to the Jaguar with two releases.

Bullfrog, whose previous ST games include *Populous* and its sequel *Populous 2*, *Powermonger* and *Flood* have kept away from the ST recently and concentrated more on other computer formats. They're now returning to Atari with their latest creation, *Syndicate*, which is expected to be released on the Jaguar around November. It has already appeared on the PC and Amiga and met with critical acclaim.

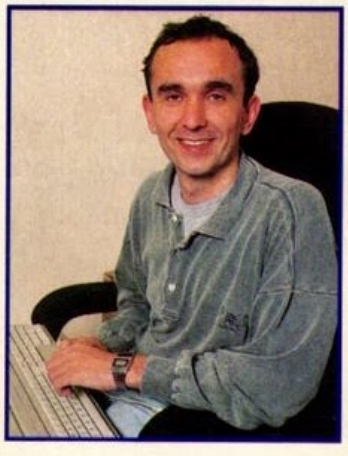


● This screenshot is from the Amiga version of *Syndicate*. Expect the Jag version to look a whole lot brighter...

Syndicate is set a long way into the future – a cyberpunk style future in fact, where multi-national corporations rule the world. They employ hit squads to perform unpleasant tasks like assassinations aplenty, kidnappings, destruction of property as well as a few mass murders thrown in for good measure.

You start off with eight agents, a basic knowledge of even more basic weapons and that's just about it. Unfortunately your task is to conquer the world with these minimal resources, but you do have the services of some decent scientists and quite a bit of cash to help you along so that helps matters considerably. There are 50 missions altogether which get more complicated as you go through the game – and all in all it takes a solid couple of weeks' playing to finish.

The PC version looks excellent – the cities are really detailed and the animations are brilliant as well... and if just watching gruesome murders aren't enough for you, you can always turn the sound up really loud and have the



● This is Peter Molyneux – at one time he was hardly out of *STF*, the then editor, Mark Higham, being president of Peter's fan club. Anyway, he's the co-founder of Bullfrog and programmed *Populous* on his own.

CANNON FODDER FOR JAG!

It'd be heaven. Or the closest you could come to it anyway...

● *Cannon Fodder* – great on ST – would be superlative on Jag.

for a million

● Watch out for *Tempest 2000* – it'll be at the ECTS and we'll be reviewing it next issue.

time they've exhibited at a show of any description for years. As well as private areas where developers can talk to Atari about their plans, they're also going to be having a "hospitality suite" in which many of the forthcoming Jaguar games are to be displayed including finished versions of *Tempest 2000, Alien vs Predator* and an early version of US Gold's *Flashback*. The other good news is that the Jaguar has been nominated for the Best Hardware Award at the ECTS. Watch this space for more information...

NEW DEVELOPERS

There's a grand total of 86 developers, publishers and licensees for the Jaguar now, including all these parties who have signed up since the beginning of the year. More details about what they're likely to be developing will be revealed next issue after the ECTS. Some of these are more interesting than others... the list includes companies who are developing music and tools as well as games

Accent Media Productions
Anthill Industries
All Systems Go
Argonaut Software
Audio Visual Magic
Bethesda Softworks
Bjorn Joos/Chris Van Lier
Black Scorpion Software
Borta and Associates
Bullfrog
Clearwater Software
Computer Music Consulting
Cybervision
Cyberware
Delta Music Systems
Domark
DTMC
Duncan Brown
Elite
E-On
EZ Score Software
Gametek
Genus Microprogramming
H2O Design Corp
Hisoft
ICD
Imagineer
Jaleco
Limelight
Media Inc
Manley and Associates
NMS Software
Photosurrealism
PIXIS Interactive
Readysoft
Rest Energy
Sculptured Software
Software Creations
Team Infinity
Team 17
Technation Digital World
Techtonics
Teque London
Thrustmaster
V-Reel
Virtual Xperience
Visual Concepts
Williams Brothers
WMS Industries

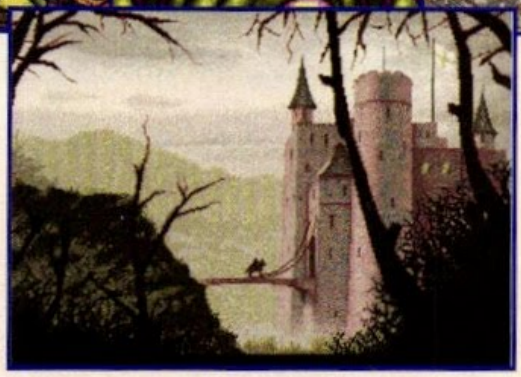
game to Jaguar

terrifying screams of the victim penetrating through your living room. It's the sort of game the Jaguar should be able to do great justice to... look forward to seeing that if you've got a bloodthirsty nature in the next few months.

The other game Bullfrog are set to release is *Sim Theme Park,* not yet out on any format but expected shortly on Amiga and PC. Again the Jaguar version is expected around November. Michael Diskett, who's the head of conversions at Bullfrog, explains the premise behind the game: you start off with a plot of land and

● *Flood* starts here – Bullfrog's only platform game so far.

● *Populous* was the game that put the Bullfrogs on the map – and started off the genre of the god game.

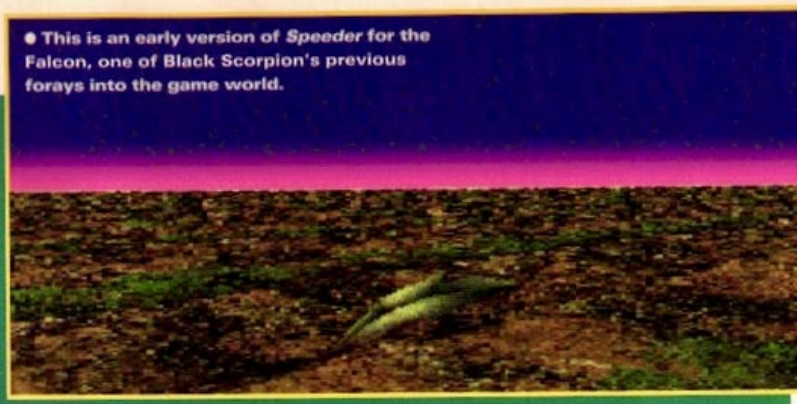


● Attractive graphics in only 16 colours in *Powermonger* show the potential of what the Bullfrogs could do with the potential of the Jaguar.

● This is what the PC version of *Sim Theme Park* looks like. Seems that god comes in the shape of Walt these days...

£50,000 and you have to create it into a theme park with rides and other entertainments to keep everyone happy. After all, if your punters are satisfied they keep coming back after the first time.

You've got to build an infrastructure before you can do anything – roads, paths and buildings to start off with – and, of course, you also need a plentiful supply of junk food outlets with which to keep the kids quiet. All the people who come to your theme park are individuals, just like in real life – if they like what you offer they'll come back to visit it time and again – and they're also happy to pay more to get in, so you have to find out exactly what they want and tailormake the park to suit. If you do this properly you make loads of money and er, live happily ever after... but if not you just have to keep going to the bank manager and pleading for more dosh. Such is life.



● This is an early version of *Speeder* for the Falcon, one of Black Scorpion's previous forays into the game world.

BLACK SCORPION SOFTWARE

One of the more interesting developers for the Jaguar has to be Black Scorpion Software. The interest lies in the fact that they're actually associated with Titan Designs – they have the same brains behind them – and they belong to David Encill. Titan Designs are in the midst of creating lots of fancy video add-ons for the Falcon, although it has to be said that they've been doing that for several months now and the release dates get pushed further and further back almost every week. They're also the people behind last month's *Thought!* demo, the full version of which is expected in time for next month's issue. Anyway, now they're broadening their scope and are looking at some very ambitious projects for the Jaguar,

David Encill explains the shortcomings in the games that have so far been released: "We feel that we can create software that is a year or two years ahead of anything the opposition can come up with – we are looking to create realistic-looking games that use the technology in the Jaguar... So far all the games released have looked quite ordinary. We think the games so far haven't really used the Jaguar's capabilities – the level we are looking at is at least 100% better than anything so far." They're still working on a few ideas at the moment but are quite flexible as to what they actually end up creating, having dropped *Wayfarer*, which sounds like an *AVP/Dungeon Master* clone – moving around from the character's point of view and using texture mapping, they've moved on to *Live Wire*. This, David explains, is similar to *Cybermorph* but goes way beyond it so that you feel as if you're actually in a spaceship rather than just looking at a computer screen.

They intend to do this using "proper" texture mapping and Gouraud shading so that the landscape looks real rather than computer generated. Call Black Scorpion Software on ☎ 021 414 1630 for more details.

Sharpen your image

At the moment you can only connect your Jaguar to your TV or video using the standard aerial lead supplied with the console, and while the picture quality isn't too bad it's not as good as the kind of picture you can get using composite video or Super VHS (S-Video) connections. Almost all new TVs and video recorders have either composite video or Super VHS video connections for improved picture quality.

Atari haven't got around to supplying the leads in the UK yet, they've only just gone on sale in the US! We've tracked down the Jaguar pinouts enabling you to make your own Super VHS (S-Video) and composite video leads for the Jaguar using phono plugs, 4-pin mini-DIN plugs, SCART plugs, standard edge connectors and about two metres of screened cable to make up the leads

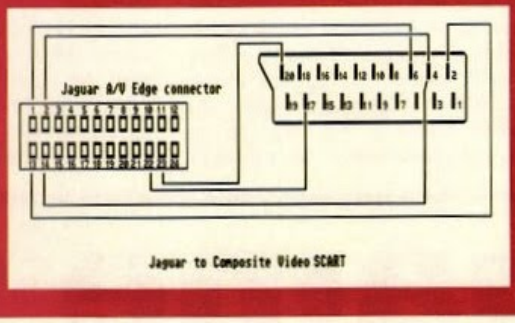
All the parts are available from any electronic store although the 24-way edge connector (2 x 12-way) is quite hard to find; you may have to use a longer edge connector. A 2 x 23-way edge connector fits over both the A/V and the DSP edge connectors on the Jaguar ensuring a snug fit. The parts listed below are available from Maplins on ☎ 0702 554161.

■ Edge connector, 2 x 23-way. Part number: JC00A 86p
■ Black phono plug. Part number: HQ54J 18p
■ Mini DIN plug, 4-way. Part number: JX02C 48p
■ Screened 9-way video cable. Part number: XS42V 65p a metre.
■ SCART plug, part number: FJ41U £1.28

JAGUAR TO SCART

If you have a TV or video with a SCART socket, then here are the connections you need, the Jaguar edge connector links remain the same

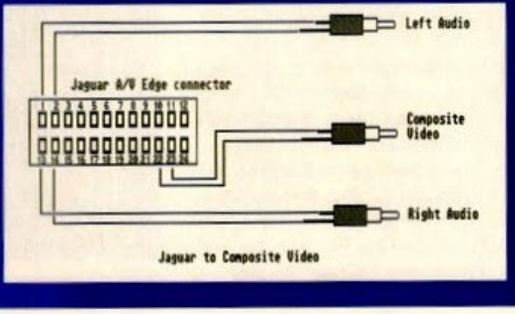
Jaguar edge connector	Signal	TV/Video Connections
Pin 1	Left Audio	SCART pin 6
Pin 2	Ground	SCART pin 4
Pin 13	Right Audio	SCART pin 2
Pin 14	Ground	SCART pin 4
Pin 23	Composite Video	SCART pin 20
Pin 22	Composite Ground	SCART pin 17



JAGUAR TO PHONOS

Almost all TVs and videos have composite video inputs of some sort, here are the connections for TVs with phono sockets

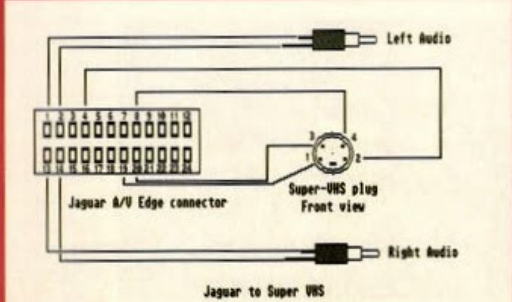
Jaguar edge connector	Signal	TV/Video connections
Pin 1	Left Audio	Phono centre connection
Pin 2	Ground	Phono ground connection
Pin 13	Right Audio	Phono centre connection
Pin 14	Ground	Phono ground connection
Pin 23	Composite Video	Phono centre connection
Pin 22	Composite Ground	Phono ground connection



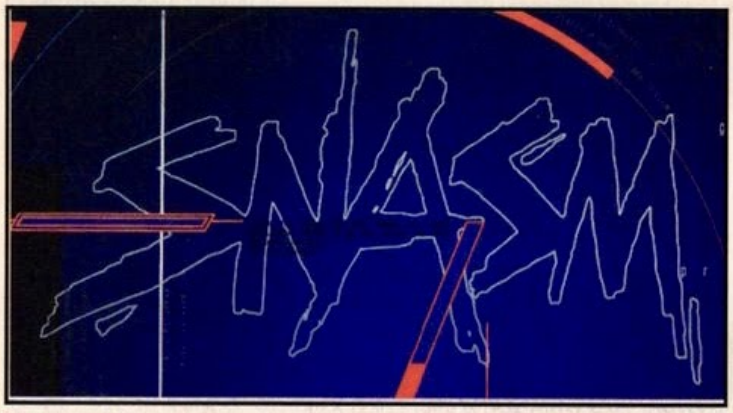
JAGUAR TO SUPER VHS

If you've got a TV or a video with Super VHS inputs then you can get a superb picture using the following connections

Jag edge connector	TV/Video connections	Signal
Pin 1	Left Audio	Phono centre connection
Pin 2	Ground	Phono ground connection
Pin 4	Chromanance ground	S-VHS pin 2
Pin 8	Chromanance	S-VHS pin 4
Pin 13	Right Audio	Phono centre connection
Pin 14	Ground	Phono ground connection
Pin 19	Luminance ground	S-VHS pin 1
Pin 20	Luminance	S-VHS pin 3



NEW JAGUAR DEVELOPMENT SYSTEM RELEASED



● The SNASM cross-assembler package, used to create ST games by such greats as MicroProse and Domark, is now available in its second incarnation for the producton of Jaguar games. Hooray!

A complete PC based development system for the Jaguar isnow available, enabling everything from standard Jaguar cartridges to complete CD-ROM titles to be developed on a single platform.

This is very good news since many software development houses work around PC based systems rather than the TT-based system Atari have been trying to encourage programmers to use to develop Jaguar games.

SNASM2 from Cross Products is a cross assembler – that means you can use it to write assembly code and develop software for computers and consoles having nothing to do with the PC. *SNASM2* is based on the original version of *SNASM* used to develop software for the SNES and Mega Drive, the new version is much more powerful and enables code to be written for the multiple processors found in the Jaguar and other consoles.

"The *SNASM2* system for the Jaguar indicates Atari's presence as a major player in the games market"
Bill Rehbock, Atari US

SNASM2 releases all the PC's memory for storing code and enables the hard drive to act as up to 32MBytes of virtual memory if you are working on a large project. Another useful innovation is the simple system of building CD-ROM images in memory so you can transfer them to the final CD-ROM master disc.

Bill Rehbock at Atari US said "We are delighted that Jaguar developers can now use the best possible development tool available to produce their games; the *SNASM2* system for the Jaguar indicates Atari's presence as a major player in the games market."

You can contact Cross Products Ltd on ☎ 0532 429814 for details of price and availability.

WHAT'S IT GOT?

SNASM 2 is the perfect development environment for the Jaguar, just take a look at some of its features

- Uses all available memory
- Uses up to 32MBytes of virtual memory
- Mix C and assembler in a program
- Built-in linker
- Source code can include libraries
- Easy ROM image generation
- Enables host PC to act as an emulated CD-ROM drive
- Fast system for building CD-ROM images
- Capable of generating code for multiple processors

EXPECTED RELEASE DATES

GAME	PUBLISHER	FORMAT
Available now		
Crescent Galaxy	Atari	Cart
Cybermorph	Attention To Detail	Cart
Evolution Dino Dudes	Imagitec (Atari)	Cart
Raiden	Imagitec (Atari)	Cart
March '94		
Checkered Flag 2	Rebellion (Atari)	Cart
Club Drive	Atari	Cart
Tempest 2000	Jeff Minter (Atari)	Cart
Tiny Toon Adventures	Atari	Cart
April '94		
Alien vs Predator	Rebellion (Atari)	Cart
Kasumi Ninja	Handmade Software	Cart
May '94		
Battle Wheels	Beyond Games	Cart
Casino Royale	Telegames	Cart
Jukebox	All Systems Go	Cart
Kick Off 2/World Cup	Anco	Cart
Zozziorx	Retour 2048	Cart
June '94		
Double Dragon	Tradewest	Cart
Mechtiles	Beyond Games	Cart
July '94		
Battle Chess	Interplay	CD
Brutal Sports Football	Millennium/Telegames	Cart
Indiana Jags	Retour 2048	Cart
Mortal Kombat	Iguana	Cart
August '94		
Doom: Evil Unleashed	ID Software	Cart
Flashback	US Gold	Cart
September '94		
Another World	Interplay	Cart
Soccer Kid	Krisalis	Cart
October '94		
Arena Football	V-Real	Cart
Navy Commando	Microïds	Cart
Pinball Fantasies	21st Century	Cart
November '94		
Horrorscope	V-Real	Cart
Jimmy Connors' Pro Tennis	UBI Soft	Cart
Power Slide	Elite	Cart
Zool 2	Gremlin Graphics	Cart
December '94		
Gunship 2000	MicroProse	Cart
Sometime		
NOTE: Most of the following games are billed for release later this year		
Aero the Acrobat	Sunsoft	Cart
Al Michaels' Hard Ball	Accolade	Cart
Alone in the Dark	Infogrames	CD
American Football	Park Place Productions	Cart
Batman (the Comic)	Atari	Cart
Battlemorph (Cybermorph 2)	Attention To Detail	Cart
Battlewheels	Beyond Games Inc	Cart
Battlezone 2000	Atari	Cart
Blue Lightning	Attention To Detail	Cart
Brett Hull Hockey	Accolade	Cart
Bubsy	Accolade	Cart
Car Wars	Midnite Software	Cart
Charles Barkley Baseball	Accolade	Cart
Commando	Microïds	Cart
Creature Shock	Argonaut/Virgin	CD
Double Dragon 4	Tradewest	Cart
Dracula the Undead		CD
Dungeon	Rebellion	Cart
Dungeon Depths	Midnite Software	Cart
European Soccer Challenge	Telegames	Cart
Evidence	Microïds	CD
Hosenose and Booger	All Systems Go	Cart
Jack Nicklaus Golf	Accolade	Cart
Phong 2000	Phalanx	Cart
Return to Zork	Activision	CD
Robinson's Requiem	Silmarils	Cart
Space Pirates	Atari	CD
Star Raiders 2000	Atari	Cart
Star Trek: Next Generation	Spectrum Holobyte	Cart
Ultimate Brain Games	Telegames	Cart
Ultra Vortex	Beyond Games Inc	Cart

CD-ROM UNIT

Jaguar's CD-ROM drive, originally intended for release at January's CES in Las Vegas, has been put on hold while Atari concentrate on marketing the Jaguar.

ST FORMAT understands that Atari have produced several working pre-production units which are currently in the hands of games developers. However, there are still some details to be sorted out regarding the exact specification of the unit, and the operating system which is being coded by Jeff Minter. "I wasn't distraught about the CD unit not showing up at CES," Darryl Still of Atari UK told *ST FORMAT*.

It seems that Atari are still shell-shocked from the huge press and consumer interest in the Jaguar and they want a period of quiet for a while so they can concentrate on getting the machine out into the shops. "Our message is very clear," Darryl explains. "We're concentrating on a £199 cartridge-based system, on which you can play great games without having a CD add-on."

"I wasn't distraught about the CD unit not showing up at CES"
Darryl Still, Atari UK

He believes that the key to CD success is to have sold a couple of hundred thousand Jaguars before releasing the CD unit, so that interest in the platform continues to be high, and they can actually ship them in a decent quantity.

"I'm not totally sure how the UK roll-out of the CD unit is going to work. It all really depends on how it's perceived in the States. If they make 100,000 units and only sell 50,000, then the UK should be flooded with them shortly after the Jaguar's release. However, if they sell them all, then the UK is going to have to wait a bit longer for it. We want to concentrate on the cartridge-based machine first, so the CD unit's secondary. at the moment."

This seems like a pretty sensible decision, since the Jaguar has sold itself so far – Atari haven't needed to advertise yet – so if they announced the CD drive now, people would be clamouring for that too. And, of course, no CD-based games are ready yet, although several are in development. Quite rightly, Atari pointed out that not many games on other CD formats have been really stunning so far, so the last word goes to Darryl again: "Hopefully the first really great CD game will be on the Jaguar, out at the end of the year."

● **The Jaguar CD-ROM unit, seen here in an early stage of development with a strange pink creature attached. Blimey.**

HEY, IT'S

● *Alone In The Dark* **is an adventure which takes 3D vector graphics...**

CREATURE COMFORTS?

● **The raytraced beauty of *Creature Shock* – seen here on the PC...**

Argonaut Software, creators of the superb *Starglider* series and the ill-fated *Birds of Prey* on the ST, are to make their Jaguar debut with the release of their CD-based game *Creature Shock*.

The six-part "interactive movie," as Argonaut put it, tells the story of a visitation by a race of extra-terrestrials. As the story develops, it becomes apparent that the beings belong to an ancient alien intelligence, which may have been responsible for the development of part of our galaxy – including our solar system. Creepy, eh?

● **...is coming soon to the Jag. Could this be the first truly interactive CD-based adventure?**

The aliens have returned to earth to evaluate their work, and to decide whether to let the human race continue to develop, or to "cash in" the species and begin again. Depending on how you play the game, of course, decides the fate of the humans.

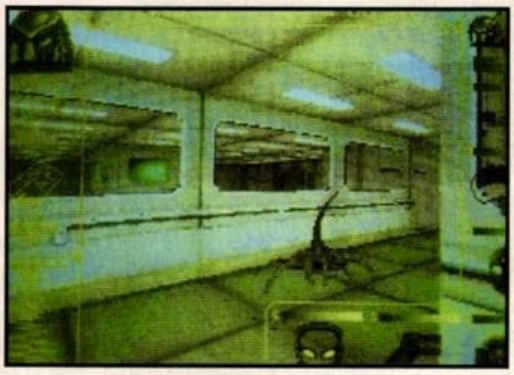
Creature Shock is to be CD-only, but sadly Argonaut hadn't yet received a CD development kit at the time of writing. When they get one, which according to Atari should be "quite soon," they can start work on the game, and we can expect to see *Creature Shock* about six months later.

Argonaut told *ST FORMAT*: "We feel really good about the Jaguar, and we'd certainly like to give it a bit of leg-up. It all rests on whether the machine's sell-through is what Atari say it is, and whether it is destined to succeed."

RUMOURS...

As we went to press, *ST FORMAT* noticed an interesting conversation on the Compuserve network.

Someone going by the name of Jaguar Jim suggested to John Skruch of Atari that the release of *Aliens vs Predator* on the Jag may be delayed to coincide with the release of *Alien 4*.



● **Alright, we know you've seen this before. We're getting the latest *Alien vs Predator* this month, so next issue = brilliant pictures and in-depth preview.**

Nonsense, we thought, Atari wouldn't make us wait months for a game once it's complete. However, Mr Skruch would neither confirm nor deny the suggestion. Atari's UK office were rather more positive, but still non-committal: *"AvP* is a very important game for us," Darryl Still told us, "and we're looking to get it out as quickly as possible after it's completed."

We rang 20th Century Fox, the makers of the original *Alien* movie and the recent *Alien 3*, and asked them about the next film instalment. Not could they confirm or deny the production of the movie. Coincidence? Some of the story of *Alien 4* has already been leaked. In true Hollywood fashion, it seems that Warrant Officer Ripley is meant to have "dreamed" *Alien 3*. What next? Maybe that the Jaguar is just a virtual reality...

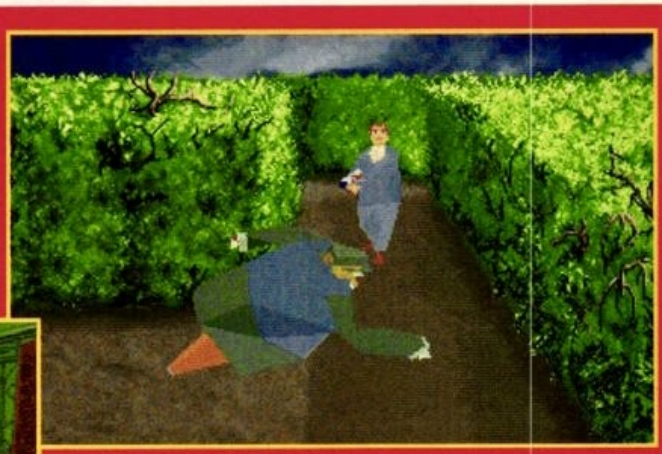
PUT ON HOLD

ALONE IN THE DARK!

● ...of the type seen in *Robocop 3*, and uses them to create a stunning scenario set in a haunted mansion. The backgrounds are bitmapped - so each room looks highly realistic...

● A huge game with over 100 rooms, *AITD's* bigger than most graphic adventures.

● This is *AITD* on the PC - we should get an even better game on the Jaguar. Expect to see it released sometime in the middle of 1994 from Infogrames.



● ...and all the characters are made from thousands of vectors which move amazingly well.

AND THERE'S MORE

Other Jaguar CD-ROM games which are confirmed as "in the pipeline"...

Battle Chess	Interplay
Creature Shock	Argonaut/Virgin
Dracula the Undead	
Evidence	Microïds
Return to Zork	Activision
Space Pirates	Atari

STAR GAZING

Along with *Tempest* and *Battlezone*, Atari are giving another of their old classics a breath of fresh air, by developing *Star Raiders 2000*.

Around in the early '80s, *Star Raiders* made it to the home market on the Atari 800 home computer, a conversion which rates among the classic games of the time. Indeed, it could be seen as a forerunner to another classic, *Elite*. In *Star Raiders*, you pilot a starship in first-person 3D, using a hyperspace to zip between planets in a galaxy. Ring any bells? However, the aim of the game was certainly different – get rid of as many starbases as you could find, because they were intent on killing your race.

As with *Tempest 2000* (see the preview on page 56), you can guarantee that the game is brought bang up to date with technology when it is released later this year. Watch out for more information as we get it.

DOUBLE DRAGON

Double Dragon, the game responsible for modern beat-'em-ups such as *Street Fighter 2* and *Mortal Kombat*, is to reach the Jaguar in its fourth incarnation.

Double Dragon 4 is being developed by US company Tradewest, who also created *Double Dragon 3* and the recent *Battletoads vs Double Dragon* on the Super Nintendo. The original game was set in warehouse and docks-style scenarios, with you and a friend controlling two fighters beating hell out of the enemies in your way. The exact features of *Dragon 4* are still sketchy as it hasn't been released as a coin-op yet. Watch out for more info in the next couple of months.

● This bizarre pole-vaulting trick comes from *Battletoads vs Double Dragon* on the SNES. The guy in the air is actually using his stick to pierce his enemy's head, and to push him through the floor, apparently. Lovely.

● Some of the graphics on this SNES version are excellent, which gives us an idea of what they can do with the Jaguar. Should be one to watch out for.

The Jaguar is a trademark of Atari Corp; Mario is a trademark of Nintendo; Sonic the Hedgehog is a registered trademark of SEGA.

Jaguar

● This Jaguar (reproduced here at only a proportion of the original size) is the main character of the ad that won the "best print ad" award at the CES. A few months ago the mere idea that Atari would win an advertising award was inconceivable.

The Jaguar has picked up five top awards at the world's biggest consumer electronics show, the CES in Las Vegas.

Just three months after its US release, the Jaguar caused a storm at the show, being voted the industry's Best New Game System (*Video Games Magazine*), Best New Hardware System (by *Game Informer*) and the 1993 Technical Achievement of the Year (by the magazine *DieHard GameFan*). Also, *Video Games Magazine* awarded a Jaguar advertisement 1993's Best Print Advert, and *Electronic Games Magazine (EGM)* voted *Tempest 2000*, in its unfinished state, the Best Game of the Show.

Just three months after its release the Jaguar caused a storm at the CES

The Best New Game System award was created specifically for the Jaguar system. Chris Gore, editor of *Video Games Magazine*, said "[Jaguar] eclipses 3DO as best bang for your buck."

Game Informer's editor Andy McNamara said, "Atari has a winner on its hands... It will need great software, but if... *Cybermorph* set the standard, Atari is definitely on its way."

Sadly, as we know from our reviews of *Raiden* and *Crescent Galaxy* (pages 50 and 54 respectively), *Cybermorph* has set a benchmark for other games to be judged

STOP PRESS

If you have a UK Jaguar, you may encounter some problems when you're using American cartridges, according to an official Atari source who requested we didn't reveal his identity.

Two cartridges which are currently on sale via grey importers, *Raiden* and *Evolution Dino Dudes*, are NTSC only. This means that black bands appear at the top and bottom of the screen, occasionally obscuring some of the action. This doesn't cause any problems to the general running of the games, but you may find it annoying. Atari assure us that *Cybermorph* and *Crescent Galaxy* are not affected, and when the software is officially launched in the UK all cartridges will work worldwide.

Grey import successes

Imported American Jaguar consoles are selling well in the UK, despite the high demand for the machine in the US, the small number of UK consoles on sale before Christmas – and the price tag which has been reported to be as high as £400 in places. Stunning considering the official price for the machine is expected to be around the £156 mark.

ST FORMAT spoke to several grey importers, so-called because the machines are imported without the consent of the manufacturer. In general they report that business is good for Jaguar and its games. Nigel Levin, manager of Zap Computer Games in Leeds, said: "We've sold about a dozen American Jaguars. We're selling them for £300, and £55 per game." Phil Turner of Crazy Consoles in Halifax explained: "We've had a hell of a lot of interest in the Jaguar, but not much in the NTSC machines because of the cost. We've sold about 30 imported Jaguars at £299, and we sell the games for between £39 and £45 each."

Darryl Still of Atari UK is cautious, however: "The huge interest in Jaguar means that UK supplies will be tight for some time to come, right up until the middle of the year. These are problems borne of success. The uptake of interest in Jaguar has been amazingly fast, and while we initially thought we'd be dealing only with enthusiasts, the press coverage and word of mouth has carried us right into the middle of mass market demand."

"The uptake of interest in Jaguar has been amazingly fast"

WHO SPENDS ON GREY IMPORTS?

We asked Nigel Levin of Zap Computer Centre just who buys American imported consoles and games. "We tend to find that people who are knowledgeable about games buy imports," he told us. "Generally people know what they want, and they know they can get it from us."

Zap's primary market is in importing Sega and Nintendo games, even though US and Japanese SNES and Megadrive cartridges don't work on UK machines without a special adaptor. Atari cut out this incompatibility by making the American and UK cartridges identical, which can only help the importers. "Occasionally with SNES and Megadrive we get people phoning back, saying 'This is an American cart, I wanted a UK one,' even though it hasn't been released in the UK yet. Atari have helped us by making them compatible."

If you're thinking about buying an imported Jaguar, though, be careful – the unit will not work with some UK televisions. Zap supply US Jaguars with a UK power supply and a SCART lead – so make sure your TV has a SCART socket before you buy.

JAGUAR GREY IMPORTERS

If you want a US Jag, then the people to contact are:

Console Concepts ☎ 0782 712759

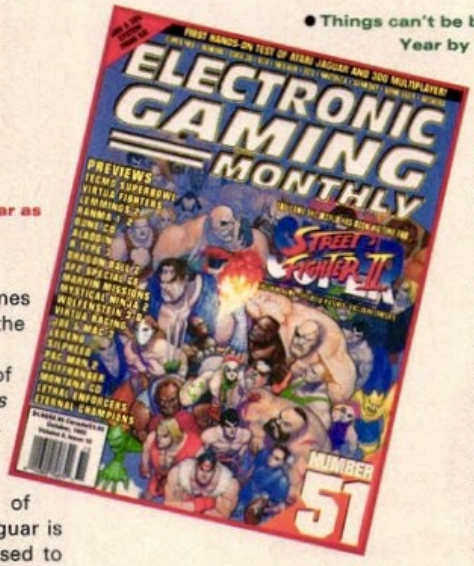
Crazy Consoles ☎ 0422 342901

Daniel's of Windsor ☎ 0753 862 106

Zap Computer Centre ☎ 0532 590077

grabs awards at CES

● *Diehard Gamefan* voted the Jaguar as the 1993 Technical Achievement.



● Things can't be bad if you're voted Best Game of the Year by *EGM* when you're not completed.

against, but these other games certainly haven't reached the same standard.

The next batch of games includes *Alien vs Predator* and *Tempest 2000*, both of which are expected to be brilliant, so hopefully within the next couple of months we can say the Jaguar is a great machine, as opposed to just a powerful one.

Unsurprisingly, Atari were jubilant, Darryl Still remarked: "We're really pleased with these awards, especially the Best Game award which is developed by the UK's own Jeff Minter. This is further evidence that this console will be the product of 1994." Atari are not only enthusiastic about their success in terms of awards which are a fairly academic measure of how it's going to perform commercially, they're also getting hot and bothered about the number of machines they're expecting to sell. Over Christmas they sold 27,000 machines, including fewer than 1,000 for the UK, and by the end of the year they anticipate being well on the way to having shifted a million units – up to three quarters of a million in the US and around 120,000 in the UK. At the moment they're concentrating on supplying the US because of the hefty demand, although there is to be a trickle of PAL machines into the country until it reaches full capacity around May. They still appear to be having a few production difficulties, however, one rumour being that Toshiba, the chip manufacturers, aren't turning out enough chips that pass the quality control standards.

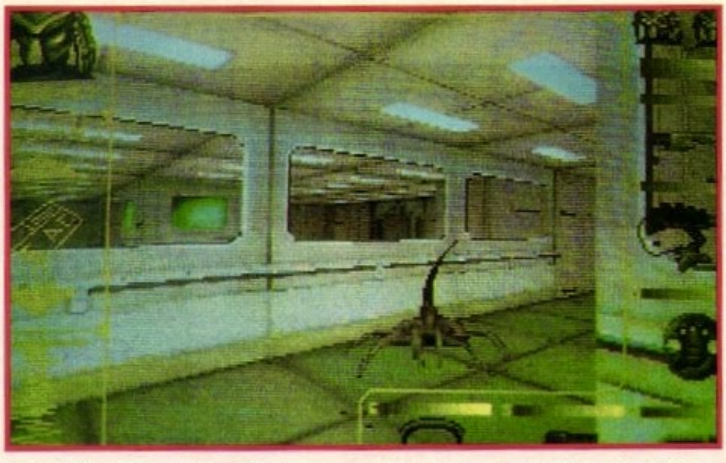
ALIEN VS PREDATOR

The game that's on everybody's lips... *Alien vs Predator (AvP)* by the UK developers Rebellion Software, caused quite a stir at the CES in Las Vegas. These screenshots are a little old, having been taken around November, but they give you some idea of how *AvP* is shaping up.

The story is based around a space station, where two ships have docked, one carrying Predators and the other Aliens. You take on the role of a Predator, an Alien, or a Colonial Marine – just like in *Aliens*, you see. The seven large levels were created using texture-mapping techniques, which involved building models of the space station and digitising them before putting them in the game.

"The levels were created by building models of the space station and digitising them before putting them in the game"

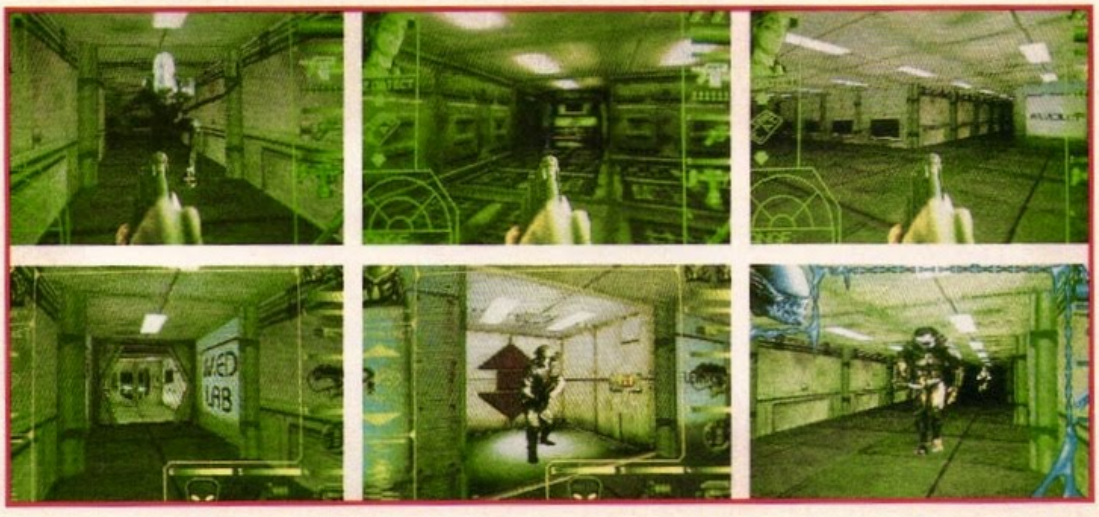
As you can see, the walls, floor and ceiling are all texture-mapped, and yet Rebellion have still managed to keep the frame rate above 15 frames per second – so everything moves much more smoothly and quickly than you might expect. As in *Cybermorph* all the background graphics are created in real-time, so you can move anywhere in the station you want – you're not tied to a specific path.



● Rounding every corner in *AvP* can reveal a surprise. Now, do you feel safer when playing a Predator or an Alien? We favour the Marine.

We've seen *AvP* running, and we're very impressed; especially by the rumour that it could be the game in the next Jaguar bundle. That would be very impressive.

Alien vs Predator is in the final stages of completion, and it should be available in April – when, incidentally, we should have plenty of Jaguars hanging around in shops waiting to be snapped up. Watch out for a full and definitive review soon in *ST FORMAT*.



● Playing the part of the Alien can be fun – not least because you can imagine yourself smiling in that very *special* way. The characters, incidentally, are digitised from actors in specially-made latex suits.

AROUND THE CORNER...

There are now loads of games lined up for the Jaguar, and as you can see from our list below another 13 developers have tagged themselves on. So, let's have a brief look at some of the more interesting games coming soon to your Jaguar...

● *Flashback*, featured here on the SNES, is going to be gorgeous. More than just a platformer.

MORTAL KOMBAT

Mortal Kombat is a conversion of the cult smash beat-'em-up released by Acclaim for the Mega Drive and SNES late last year. The game features digitised footage of

● This special four armed move shows just the sort of realistic effects that can be achieved by digitising pics.

real fighters going through their moves, so it all looks realistic; there are lots of different fighters with hundreds of moves.

Kombat's claim to fame is its range of "death moves" – that is, specific moves which are designed to finish your opponents off. These include ripping off the head of your enemy, along with other somewhat unpleasant atrocities. Should be fun. Watch out for *MK* on the Jaguar in June, released through Iguana.

FLASHBACK

A classic platform puzzling game comes to the Jaguar from US Gold in July. *Flashback*, which has already been released for the Amiga and the major consoles, features rotoscoped graphics – that is, animations which are created using film of real actors. This creates some really incredible animated scenes, and a realistic main character who runs, jumps and climbs his way around seven futuristic levels.

SOCCER KID

Another platform game, but with a difference. *Soccer Kid* from Krisalis follows the story of a small boy who's intent on recovering the world cup which has been stolen by aliens. This takes him on a trip to lots of countries around the world, facing enemies including a huge Luciano Pavarotti!

Instead of a weapon, Soccer Kid dispenses with his enemies using his trusty football, which makes for some incredible displays of skill from the boy in the boots. Watch out for *Soccer Kid* in August.

● Soccer Kid looks like just the sort of cute kid who's *bound* to find himself in a platform game. You can tell 'em a mile away – big eyes, big cheeks and big feet. And big socks.

NEW DEVELOPERS...

13 new companies have signed or are rumoured to have signed up for Jaguar development. They are...

3D Games
All Systems Go
Domark
DTMC
Epic Megagames
Handmade Software
ICD Inc
Infogrames
LucasArts
Origin
Phalanx Software
Photosurrealism
V-Real Productions

Some of these companies are more exciting than others in terms of what they've produced. LucasArts are the publishers of some of the most exciting console games in recent years: *Super Star Wars*, *Super Empire Strikes Back* and *Zombies* – all excellent games, but frustratingly the company wouldn't comment which would be developed for the Jaguar.

Epic Megagames are also an interesting addition – their *Epic Pinball* game went down a storm among PC owners.

Keep reading *ST FORMAT* for all the latest details.

EXPECTED RELEASE DATES

EXPECTED DATE OF RELEASE	PUBLISHER	FORMAT
AVAILABLE NOW		
Cybermorph	Attention To Detail	Cart
Crescent Galaxy	Atari	Cart
Evolution Dino Dudes	Imagitec (Atari)	Cart
Raiden	Imagitec (Atari)	Cart
FEBRUARY '94		
Alien vs Predator	Rebellion (Atari)	Cart
Checkered Flag 2	Rebellion (Atari)	Cart
Club Drive	Atari	Cart
Tempest 2000	Jeff Minter (Atari)	Cart
Tiny Toon Adventures	Atari	Cart
MARCH '94		
Kasumi Ninja	Handmade Software	Cart
APRIL '94		
Battle Wheels	Beyond Games	Cart
Casino Royale	Telegames	Cart
Jukebox	All Systems Go	Cart
Kick Off 2/World Cup	Anco	Cart
Zozziorx	Retour 2048	Cart
MAY '94		
Double Dragon	Tradewest	Cart
Mechtiles	Beyond Games	Cart
JUNE '94		
Battle Chess	Interplay	Cart
Brutal Football	Millennium/Telegames	Cart
Indiana Jags	Retour 2048	Cart
Mortal Kombat	Iguana	Cart
JULY '94		
Doom	ID Software	Cart
Flashback	US Gold	Cart
AUGUST '94		
Another World	Interplay	Cart
Soccer Kid	Krisalis	Cart
SEPTEMBER '94		
Arena Football	V-Real	Cart
Navy Commando	Microids	Cart
Pinball Fantasies	21st Century	Cart
OCTOBER '94		
Horrorscope	V-Real	Cart
Jimmy Connors' Pro Tennis	UBI Soft	Cart
Power Slide	Elite	Cart
Zool 2	Gremlin Graphics	Cart

● Zool reappears faster and smoother than ever with his girlie. If you went to the FES in last year you'd have seen the originals walking round.

DECEMBER '94		
Gunship 2000	MicroProse	Cart
SOMETIME...		
NOTE: Most of the following games are billed for release sometime later this year. However, we have no confirmed release date yet, so for now they must languish in last place.		
Aero the Acrobat	Sunsoft	Cart
Al Michaels' Hard Ball	Accolade	Cart
Alone in the Dark	Infogrames	CD
Batman (the Comic)	Atari	Cart
Battlemorph (C2)	Attention To Detail	Cart
Battlewheels		Cart
Battlezone 2000	Atari	Cart
Blue Lightning	Attention To Detail	Cart
Brett Hull Hockey	Accolade	Cart
Bubsy	Accolade	Cart
Car Wars	Midnite Software	Cart
Charles Barkley Baseball	Accolade	Cart
Commando	Microids	Cart
Dracula the Undead		CD
Dungeon	Rebellion	Cart
Dungeon Depths	Midnite Software	Cart
European Soccer Challenge	Telegames	Cart
Evidence	Microids	CD
Hosenose and Booger	All Systems Go	Cart
Jack Nicklaus Golf	Accolade	Cart
Return to Zork	Activision	CD
Robinson's Requiem	Silmarils	Cart
Space Pirates	Atari	CD
Star Trek: Next Generation	Spectrum Holobyte	Cart
Ultimate Brain Games	Telegames	Cart
Ultra Vortex		Cart

● This is, e Aero the Acrobat. Obviously

Telling the Future the way it is

Cassiopeia Pegasus

Is the Jaguar getting ready to bite?

The launch of Atari's CD add-on for the '64-bit' Jaguar (expected UK release end of March) is all very nice, but does it herald the arrival of a new generation of games? Will Atari concentrate on CD versions of their games rather than carts in 1995, or will they fight Saturn and PlayStation? Ultimate tells all.

Atari are expecting to be much more active in 1995. With 180 titles in development, they hope to lead the way in innovative games as well as mirroring popular games like *Virtua Fighter* (with *Zodiac Fighters*) and *Ridge Racer* (with *Checkered Flag*). With the CD add-on, the VR helmet and the MPEG add-on, Atari are trying to stay ahead of the eagerly awaited Saturn and PlayStation launches. In the meantime, at around £150, they are aiming the Jaguar at the MD/SNES market.

Atari aim to use their 'pricing policy' throughout the entire family of Jags over the next five years. In '96 we can expect a Jag (mk 1) priced at £99, a Jag 2 (to match the Ultra-64) at £199 and an all in one CD unit at £299. Their Jag 3 and 4 are already in development. We'll keep you posted...

Looking slightly more promising than the disappointing *Kasumi Ninja*, *Ultra Vortex* should be out within the next few months. Full gore ahoy!

Hmm, *Aircars* seems to have improved since we last saw it. There's a huge amount of these 'in-yer-face' shoot-em-ups heading for the Jag.

Fight for Life, the *Virtua Fighter*-influenced beat-em-up set in Hell is clearly the most eagerly-awaited game during the coming six months.

The developer of the game previously worked at Sega's AM2 arcade division, strengthening the *VF* connection.

JAGUAR

Get yourself a Jaguar and you get to be at the cutting edge of videogame technology for the next five years. It's an offer too good to resist

You've probably noticed that we're not avoiding the Jaguar. In fact, you've probably noticed that we're positively embracing it. This, despite the fact that it's a console and, on the face of it, has absolutely nothing at all to do with all those useful and interesting and creative things you can do with your ST or Falcon that we normally cover in *STF*.

It doesn't even have the appearance of an ST as every other machine Atari produce seems to have to – it actually looks rather attractive, what with being black and red and coming packaged in a nice box... Aesthetics aside, there are plenty of good reasons for us to talk about the machine – and we've put it in a convenient section hidden at the back of the magazine so if you want to pretend that it's not there then you can.

"We know Atari. We know how they work. We are committed to them and to their machines"

Q So the Jaguar doesn't fall victim to the 3DO, Sega Saturn, Amiga CD32 or other multi-media machines like the Philips CD-i, I believe it must be marketed correctly with a massive advertising campaign and not the hush hush affair that we saw with the Falcon.

A Atari reckon they're a changed company – they know they've made mistakes in the past and they say now that they're aware of what they should be doing. They have a huge vested interest in doing well because otherwise Atari are unlikely to survive as a company. The advertising campaign for the Jaguar is due to start in the UK around Easter.

Q Is it true that first games for the machine are nothing special?

A No! OK, so *Raiden* and the uncunningly disguised *Humans* as *Evolution Dino Dudes* aren't original or especially brilliant showcase choices, but *Cybermorph* and *Crescent Galaxy* look amazing, and are very special. *Alien versus Predator* is also eagerly awaited by the industry.

(1) First off, and most importantly, you want to know about the machine. Letters have been flooding in asking questions about it, covering everything from the types of games that are going to be available to extremely technical queries.

● A Jaguar pack, a TV and a pair of hands are all you need to be able to play the latest and greatest games.

● Atari are a funny bunch; they've got this great machine, they try and promote it and then they complain they're getting too much attention. It really is quite amazing.

the next big thing

We're going to be addressing all of these issues in some form or another in this regular Jaguar section. The thing is, you see, we're simply the best people in the business to do it...

Q Don't you think Atari should be pressing software houses to release games with mass appeal like *Street Fighter 2* or *Mortal Combat*. I'm sure the Jaguar can produce beautiful texture-mapped 3D structures but these games only appeal to the older game players and not to most teenage game players.

A Atari are aware of this and are trying to get together a portfolio of games that is as varied as possible. *Kasumi Ninja* is going to be one of the first releases and is rumoured to be even more gory than *Mortal Combat*. *Zool 2* is another confirmed game with huge amounts of mass appeal.

2 *STF* have been dealing with Atari on a very regular basis since its incarnation – in fact since before then, when we were *ST/Amiga Format*. We know Atari. We know how they work. We know the best way to deal with them. We are committed to them and to their machines...

Q Inexperience with Jaguar technology means programmers are going to take years to learn how to exploit the software.

A It's going to take several months for software developers to really exploit the hardware because it is so far ahead of anything they're used to working with. The games available at the moment are streets ahead of, say, SNES and Mega Drive games and that gap is only going to widen as programmers learn more about the hardware.

3 We are committed to Atari's machines because they are technologically brilliant. Back in 1985 the ST was the first 16-bit home computer with an easy-to-use interface – you know it as GEM (Graphics Environment Manager) which made the ST generally popular and accessible even to technophobes. The Jaguar continues in this innovative tradition – it's the first 64-bit console and it's at a price you can afford...

4 For £199 you can get a controller, a game and a Jaguar – assuming you get it from the UK. This is excellent value when you take into account its technological level and the comparitive price of the other available consoles. This goes back to Atari's original mission and ambition of being able to sell the "power without the price," started with the ST.

"The Jaguar is the next logical step for any ST games player... you want to play great games, you need a Jaguar"

5 The ST games scene is not as healthy as it could be – although there are the occasional exceptions you don't often see new ideas or innovative games coming first to the ST. We have got used to having often delayed Amiga and PC conversions. We shouldn't have to stand for always being last in the queue. The Jaguar is the first in the queue because...

"The ST games scene isn't as healthy as it could be... you don't see innovative games coming first to the ST"

6 The 64-bit Jaguar has the capability to put it at the cutting edge of videogame technology, and it's also future proof to a large extent, so...

7 The Jaguar is the next logical step for any ST games player – you know Atari and enjoy their machines, otherwise you wouldn't be reading this. Simple – you like (or at least know) Atari's technical capabilities and you want to play great games, you need a Jaguar.

8 Although it's "just" a games machine at the moment there are other exciting things you're going to be able to do with it when the CD peripheral becomes available next spring, so you can get into video, music and other different applications. Even more companies than those supporting the ST and Falcon may be jumping on the bandwagon. Atari are committed to making subsequent machines upwardly compatible.

9 Atari have decided not to get into censoring the Jaguar's games available, so you can expect to see even more violent and explicit games. With the amazing graphics capability of the machine you're going to be able to see even more detail. Atari are going to be using a series of warning certificates so you're aware of what you – or your parents – are buying.

Q I'm concerned that Atari has fallen into their old trap of launching new hardware without adequate software support.

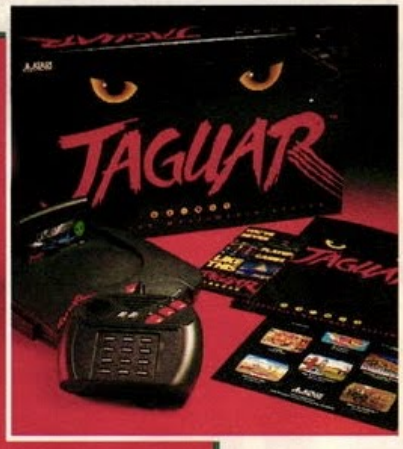
A At the last count Atari had well over 30 software houses lined up and raring to develop for the machine, and with ten varied titles expected to be finished by now, that's quite a lot to be going on with – at £40 you're not going to be buying a new game every day. Unless you're very rich.

10 The whole system really is incredibly exciting – and anything that gets the Atari name bandied around a bit more can only be a good thing for anyone who owns a machine from Atari. It's the next big thing...

● It cost £631 to get a Jaguar from the US up and running - $250 for the machine, $80 transport; £68 import duty; £300 multi-system TV, £25 for a power pack - but that's still cheaper than a 3DO!

Jaguar demand

by Paula Richards



● **Don't get too excited about getting your own Jag, you're more than likely to have to wait until Europe's "Jaguar Day" – March 15.**

You're going to find it very difficult to get hold of your own Jaguar in the UK before Tuesday 15 March, the official European release date for the machine. Within Atari it appears that the European marketing team have been accused of doing too well in getting the Jaguar drawn to the attention of the public. They've had appearances on the GamesMaster TV show, which has a viewing figure of around four million dedicated computer games players, as well as coverage in national daily newspapers and specialist magazines.

Demand is far outweighing supply of the machine; Atari are being bombarded with demands for information and Jaguars. The high street stores HMV and Virgin have, rumour has it, taken deposits for more machines than they're going to receive – certainly during 1993 – creating a few disappointed Christmas present hunting customers. There are several probable reasons for this dearth of machines compared to the number of people who want them.

First, and perhaps most tellingly, Atari are aware that they have made marketing mistakes in the past. Consequently they expected their job in bringing the Jaguar to the attention of a sceptical – and very competitive – console industry to be very difficult. They have therefore attempted to promote the machine energetically, on a word of mouth and trips to New York basis, as opposed to tangible bribes like free machines. They seem to have achieved a remarkable amount

HOLY ZORKMIDS!

● **Taking leave from the original Infocom text-only format, *Return To Zork* features stacks of digitised graphics, and an icon-driven graphical interface.**

Return to Zork, the next game in the classic *Zork* series of adventures, is to be released for the Jaguar CD in the first half of 1994. Originally text-only adventures created by adventure wizards Infocom, the *Zork* series last produced a game in 1987 with *Beyond Zork*, shortly before Infocom was bought out by video game giant Activision. Interestingly, the new game has a graphical interface, making use of icons to enable the player to move around. This is in direct contrast to the text-only interface which originally made Infocom so famous.

Return to Zork features full-motion video sequences, filmed using real actors including Jason Hervey (from *The Wonder Years*), and contains over an hour of CD-quality speech.

INTERPLAYING CHESS?

One of three games under development for the Jaguar by Interplay is *Battlechess*, a chess game with some excellent graphics and animation sequences.

Each piece is represented by a detailed colourful character. As you make your moves, either against the Jaguar or a human opponent, the characters are animated as they walk around the board. If you take an opponent's piece, the board is magnified and all other pieces are removed as a mini-battle takes place. The dominant piece destroys the other using a weapon or a magic spell, then the other players return and play continues.

We first saw this game on the ST some years ago, but the Jaguar version promises to make use of the Jaguar's sprite-scaling routines, high resolution and large colour palette. We sure hope so.

● **Here we see a typical *Battlechess* board. The two sides represent warring armies, hence the soldiers and castles, and each piece moves with lots of frames of animation.**

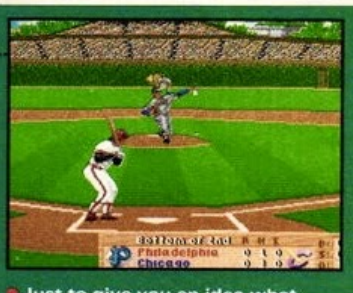
SPORTS ACCOLADE

The Jaguar is to be treated to an all-star lineup of sports simulations from console champions Accolade.

Hardball 3 is the third incarnation of the excellent series of baseball simulations, the first of which made it onto the ST in the late '80s. A one or two player game, *Hardball 3* enables you to play the role as team manager, as well as controlling the players' performance. Also under development are *Brett Hull Hockey* (an ice hockey game including such features as "authentic organ music;") *Charles Barkley Basketball* and *Jack Nicklaus' Power Challenge Golf*.

● **Al Michaels is apparently one of America's best-known sportscasters, and he "presents" *Hardball 3*. Which means his face appears from time to time in the game, and he says something exciting.**

On the more traditional video game front, Accolade's star of the SNES, Bubsy, is also to join the Jaguar line-up. Subtitled *Claws Encounters of the Furred Kind Bubsy* is a platform game featuring cartoon-style animation, an original movie-style musical score; and, according to Accolade, gives new meaning to the expressions "Ah-ooga!" and "Fluff Dry!" Ah, American humour...



● **Just to give you an idea what *Hardball 3* looks like, here's a PC screenshot. The PC version was released in 1992, though, so hopefully the Jaguar version will be more colourful.**

outstrips supply

with virtually all the media attention being positive – acclaim for the machine has come from right across the board; suggestions that people are bored with the current 16-bit console offerings certainly seem to be true.

Second, Atari want to concentrate on supplying the New York and San Francisco markets as they always planned initially. Judging by the difficulties we had in attempting to get a New York shop to sell us a Jaguar because they didn't have sufficient stocks seems to indicate that supply hasn't been exactly overwhelming in the Big Apple. Perhaps IBM aren't creating Jaguars as swiftly as Atari had anticipated they would be. This means their primary target markets aren't even being satisfied. Add to this the likelihood that there are fewer machines in Europe than had been anticipated; original estimates assumed there would be around 30,000 machines for European test marketing but it seems the figure is closer to 10,000. Channels of distribution have almost been too efficient – the chain stores and retailers like Thornley undoubtedly aren't going to have as many machines as they had ordered for customers.

Virtually all the media attention about the Jaguar is positive

No decision has yet been made about whether Atari are going to be importing more Jaguars into Europe during the first couple of months of 1994, but they do promise a big launch on the official release date in March, by which time there should be a few more games available, and, with any luck, all media interest won't have completely died down.

GETTING HOLD OF A JAGUAR

If you desperately want a Jaguar now, you're probably going to have to try and persuade one of the stores in New York or San Francisco to send you one. But take heed, it's not quite as simple – or as cheap – as it might seem on first appearances. Learn from our tale of woe.

After days of ringing what seemed like virtually every toy store in New York, we finally tracked down Leigh's Computers in NYC where the kind people there agreed to sell us a machine, without making any excuses about not having any in yet or not wanting to export them. When they eventually got a delivery, they only had received one Jaguar from Atari, but despite having several other members of the public fully paid up on a waiting list, they took the step of deciding to send us the machine – all good for publicity, after all. They packed it up and sent it off to us via UPS.

Two days later a package arrived in the *ST FORMAT* office. We eagerly looked inside only to find a load of shock absorbers – somehow our Jaguar had got lost somewhere along the way. After loads more 'phone calls all over the place all UPS could suggest was that someone on their staff had probably stolen our machine while it was still in the States.

Mass depression settled on the office until about four days later when our Jaguar mysteriously reappeared – but were UPS going to let us have it? You must be joking – they took it away again because the boys in our post room didn't have the cash to pay the £68 import tax... Aaaargh!

Just remember that it's important you have a substantial bank account and plenty of patience...

AH YES, WE HAVE NO LLAMAS...

Jeff Minter, the master of Atari games software, is currently adding the finishing touches to his first game for the Jaguar.

***Tempest 2000* is a version of the classic arcade coin-op *Tempest*, brought bang up-to-date using many of the Jaguar's powerful features including texture mapping and sprite scaling. Jeff told *ST FORMAT*: "There are three modes: original *Tempest*, which is just like the coin-op; *Tempest Plus*, which has solid webs and objects; and then there's *Tempest 2000* which has really good texture-mapped webs and two-player simultaneous action."**

At the time of writing, Jeff had just cancelled his winter skiing holiday so that he could complete *Tempest* by Christmas. If it's anything like Jeff's other games, it's likely to be fast and frantic. The turnaround between finished game code and carts in the shops is around two or three months, so *Tempest* should be on sale at the time of the Jaguar's European launch on 15 March. Hooray!

STRONG AND BRUTAL

● ...Ah, that's more like it. *Mortal Kombat?* Pah! we say. Flying heads, that's the order of the day, and plenty of 'em.

Millennium, creators of the *James Pond* series for the ST, are to convert their top "sport" simulation *Brutal Sports Football* to the Jaguar. Based loosely around the American Football theme, *Brutal* differs from the usual ball game conversions in that it gives you the option of cutting off your opponent's heads and using them instead of a ball. This is a tentative step by Millennium, with *Brutal* being a relatively simple and inexpensive game to convert. Millennium's Keith Smith told us: "*Brutal Football* should be ready at about the same time as the [European] release of the Jaguar in March. It's our strongest title this year [on other formats] by far. We'll be looking at how it sells on the Jaguar before we convert something like *James Pond 3*."

● Hmmm, all looks very brutal to me. Not much blood, though, is there? Perhaps Millennium were telling us fibs...

EXCITING DEVELOPERS...

...Who we haven't been able to talk to yet, are:

Williams/Midway, because they have been responsible for some (if not most) of the best arcade coin-ops and pinball tables in history (including the arcade version of *Defender*, along with *Eight-ball Deluxe* and *Twilight Zone* pin tables.);

Argonaut, because they made *Starglider 2* for the ST, and more recently *Starwing (Starfox)* for the Super Nintendo. They've never made a poor game, so their first should definitely be one to watch out for.

And ID Software, who were responsible for possibly the best PC Shareware game ever, *Wolfenstein 3D*. They are converting their latest game *Doom* (pictured here) to the Jaguar, and early rumours suggest it's looking pretty hot...

● **The sequel to *Wolfenstein 3D* on the PC, *Doom*, is being written for the Jaguar by the acclaimed software developers ID. Featuring texture-mapped everything, really, it should certainly prove to be something special.**

JAGUAR jarg

There's loads of enthusiasm behind the Jaguar because it's technically astounding. Clive Parker finds out exactly what makes it so powerful

Behind the sound and graphics capabilities of the Jaguar lies a pair of specially designed processors – nicknamed Tom and Jerry – and the Jaguar's 64-bit wide data bus. This enables the Jaguar to move around four times as much data in one operation as any of the 16-bit consoles.

Tom is a 64-bit graphics processing chip containing three separate processors, an object processor, a combined blitter and object shading processor and the main 64-bit graphics processing unit. Working in combination with each other, the three processors provide the Jaguar with its stunning range of graphical effects, enabling games to use high speed 3D graphics using a 24-bit true colour palette of 16.7 million colours at any time. Obviously there aren't enough pixels on a TV screen to display all 16 million colours at once, but Jaguar games are certainly going to be the most colourful ever seen.

The object processor combines effortlessly with the object shader to generate 3D textured and shaded objects on-screen while you are playing. When you're flying over the fractal generated landscape of *Cybermorph* everything in the landscape is created as you turn and fly towards it, it's not stored in memory and simply painted onto the screen. Everything happens so incredibly quickly that you don't realise that the Jaguar is actually drawing the images in real-time. The Jaguar's graphics chips are so advanced, compared to other systems, that they can deal with all types of graphics with equal finesse.

Jerry is another highly advanced processor specifically concerned with the Jaguar's sound capabilities. It is a powerful 32-bit processor containing a specially-designed DSP used solely for generating and manipulating the Jaguar's CD quality stereo sound, digitised speech and sampled sound playback. The sound quality is so good that it can be output to hi-fi systems, DCC, DAT and MiniDisc recorders.

The other main controller chip is the Motorola 68000 running at 13.3MHz. This is the same processor that's used in the ST but it does a very different job in the Jaguar. In the ST the 68000 runs the whole show and gives orders to every other part of the system – see the feature on page 27.

In the Jaguar the 68000 processor has the more mundane task of looking after the minor processing functions such as reading the joypad commands and passing them on to the main processors. This enables the Jaguar's custom chips to get on with the more important graphics and sound processing.

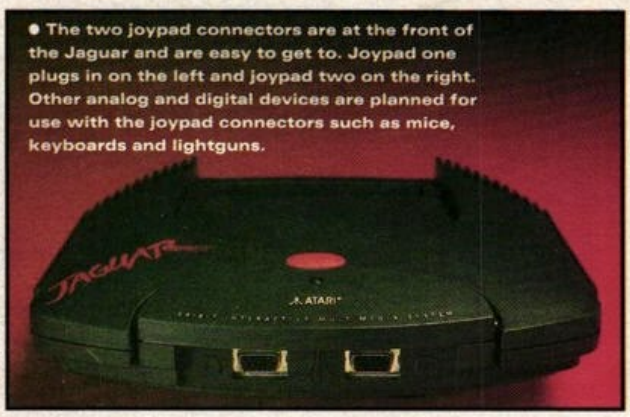
The icing on the Jaguar-shaped cake is the 16MBits (2MBytes) of 64-bit fast page mode RAM, very fast memory chips that enable 16MBits of game code to be stored in memory at once and be shifted about at lightning speeds.

Jaguar's expandability

You can expand the Jaguar far beyond just the basic games console, the first

At-a-glance specifications

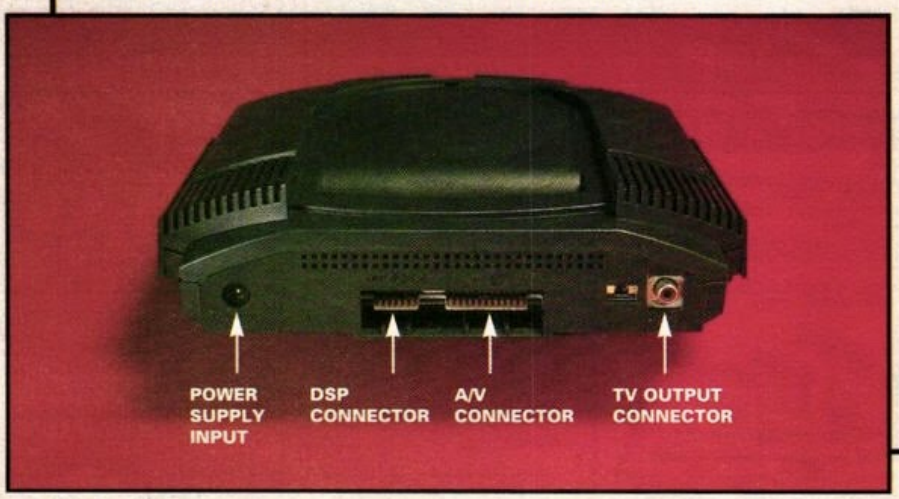
- 16MBits of 64-bit RAM (2MBytes).
- 48MBits of data storage on cartridge (6MBytes).
- 24-bit true colour graphics generating 16.7million colours.
- 32-bit DSP engine which generates CD quality 16-bit stereo sound.
- 32-bit expansion port enabling networking.
- 50MBytes of data storage on cartridge using JagPEG data compression.
- 64-bit RISC graphics engine capable of generating fractal, rendered and texture-mapped graphics in 3D in real-time.
- CD-ROM compatible.
- DSP port enabling connection to digital recording devices such as DAT and DCC.
- S-Video (Super VHS), RGB, composite video and standard TV output.



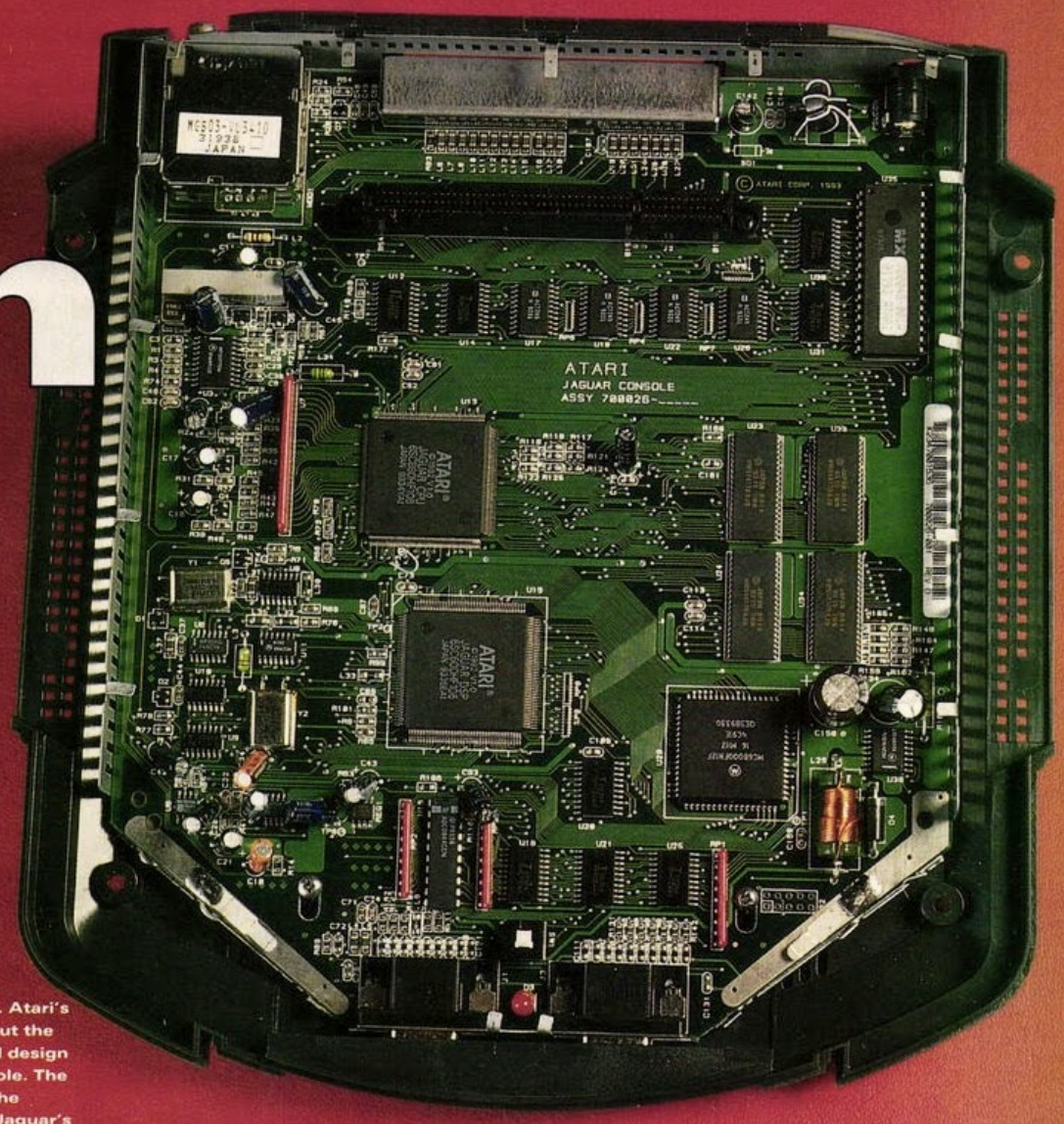
● The two joypad connectors are at the front of the Jaguar and are easy to get to. Joypad one plugs in on the left and joypad two on the right. Other analog and digital devices are planned for use with the joypad connectors such as mice, keyboards and lightguns.

In the back of my Jaguar

Most expansion options plug into the edge connectors at the rear of the Jaguar, the DSP connector is used for modems, multi-player games and other networking options. The larger A/V edge connector has different types of video output available on its pins, RGB, S-Video and composite video can all be displayed by using the appropriate connector. Standard TV output is also available from the separate modulator.



● Jaguar enthusiasts in the US seem to want a revival of old classic games, the card game *Blackjack* being a popular choice. That really would use the Jag's capabilities – er, not!



● Inside the beastie. Atari's Jaguar has just about the tidiest motherboard design ever seen in a console. The two large chips in the centre provide the Jaguar's power; they're the custom graphics and sound processors Tom and Jerry.

major add-on – the CD-ROM drive – is due to arrive this year in both the US and the UK markets.

The way the Jaguar is designed enables extra hardware to be interfaced very easily through both the DSP and A/V expansion ports on the rear of the console or through the cartridge slot itself; this is where the CD-ROM drive sits.

These expansion capabilities give the Jaguar the potential to be connected to modems, cable TV, QWERTY keyboards, video, digital audio and even virtual reality helmets. Another touted addition is special MPEG decompression cartridge enabling FMV (full motion video) – digital video films to be played using the Jaguar CD-ROM. Whether the films used by Philips in their CD-I players are compatible remains to be seen. This open architecture provides a solid base for a range of Jaguars with all software upwardly compatible with all models, the Jaguar 2 is already well under development and Atari have hinted that a Jaguar based computer is in the pipeline. Who knows what else could be on the way?

Jargon busters

Some of the terms used in the console world are almost – but not quite – the same as those used with computers. For instance, a 16MByte cartridge doesn't use 16MBytes of memory. Confused? Then read on...

1MBIT: A megabit, called "a meg" by console PR chaps and software houses, is, in fact, just an eighth of a megabyte in size. So 8MBits is equal to 1MByte. It makes the cartridges sound much bigger, you see.

BLITTER/SHADER: A special graphics chip that zooms graphics data around the memory of the Jaguar at very high speeds. Combined with the other graphics processors, the blitter and shader enables brilliant 3D graphics, shading and textures to be used.

CD-ROM DRIVE: Special kind of CD player to play CD-ROM games on your Jaguar. You can't play CD-ROM games using a normal music CD player, but you can play music CDs on a CD-ROM drive. Crazy, but true.

CD-ROM: One day all games are going to be like this. CD-ROMs are a special kind of CD that can store masses of sound, graphics and other game information – they also help prevent piracy. Typical CD-ROM games can hold up to 650MBytes of game code.

DAT: Acronym for Digital Audio Tape, a digital recording system.

DCC: Acronym for Digital Compact Cassette, a digital recording system.

DSP: Digital Signal Processor. A special kind of processor that can manipulate digital data at very high speeds, used in the Jaguar to run the CD quality 16-bit sound system.

GRAPHICS PROCESSOR: The special 64-bit chip in the Jaguar that makes its graphics so brilliant, with over 16 million colours available and the ability to create graphics in real-time.

JOYPAD: Consoles don't use joysticks, they use joypads – basically a joystick with the stick bit removed and a wobbly multi-directional button stuck in instead. And they have lots of fire buttons and things – the Jaguar joypad has an impressive 17 buttons.

MINIDISC: A digital recording system using small erasable CDs.

RISC: Acronym for Reduced Instruction Set Chip/Computer – a special type of processor that uses a basic simple command set. Because the commands are so simple they are processed at very high speeds.

● Tom and Jerry, the custom chips, were commissioned by Atari and designed in the UK for the Jaguar range of machines.

Feature

The beast is here

Jaguar

64 bits of roar power

CD is the only way forward, right? Think again, because Atari's 64-bit feline currently relies on the cart as a storage medium.

After a somewhat shaky start, the Jaguar became widely available in the last week of June this year, with sales starting to gather momentum in August. Supplied with it comes *Cybermorph*, a slick into-the-screen 3D shooter, the necessary leads and a hoofing great control pad.

The Jag was constructed with industry standard ports, so there's a great deal of room for expansion. A double speed CD-ROM drive will be released in the States during November, and a Virtual Reality headset is still being developed. There is also a modem link-up facility built into the hardware, which offers games like *Doom* the potential for an unlimited amount of players (at present, if the machines are directly linked, 32 people can play simultaneously).

Actual cart prices will rest in three groups, depending on their size and desirability. £39, £45 and £59 are those gorgeously specific prices, with big meg games the like of *Alien Versus Predator* being in the upper price bracket.

Most of the third party software houses are developing stuff right now, with US Gold, Ocean and Virgin gearing themselves up to release titles for Christmas.

Check out the seriously smokin

Techie bits

Central Processing Unit

GPU and DSP RISC chip-based, running at 27MHz

Both the NTSC and PAL versions of the Jag run at roughly the same speed, and surprisingly the CPU is based on Atari ST technology. But it does have a dirty great 64-bit graphics chip, which certainly makes all the difference.

There's also a 68,000 chip which gets involved with all the other necessary calculations, including all that essential control pad information.

Graphics chips!

Both the graphics chips and sound chips have been given nicknames by those barmy people at Atari. Tom, as the graphics processor has been so lovingly called, is a 64-bit chip, which is actually made up of three separate chips.

This results in a palette of some 16.8 million colours, some lovely texture-mapping techniques and some high-speed rendering, which, according to Atari, is faster than 850 million pixels per second – can't be bad.

Sound chips!

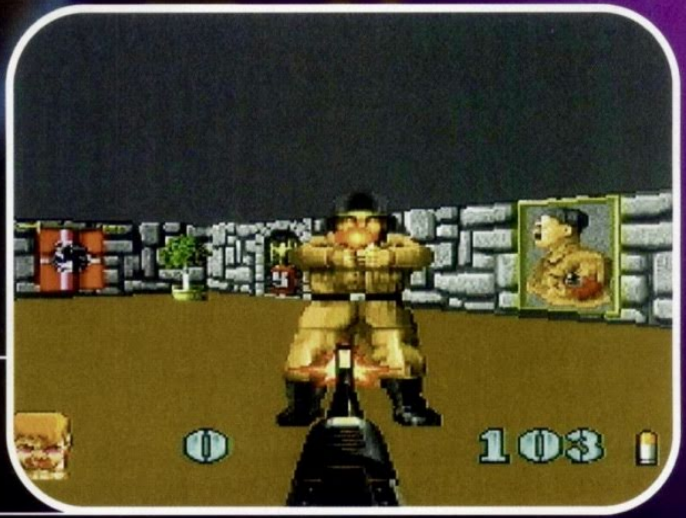
Meanwhile Jerry, the 32-bit sound chip, is a chip and a half alright. How does 16-bit digital stereo sound to you? (Yeah, okay, we know you haven't actually *heard* it yet, wise guy.) No leads are supplied to link up the Jag to a stereo system, but these can be obtained separately.

Already promoted as having CD-quality sound, the CD-ROM drive can only enhance the sonics.

64-bit software that you'll be loading into this cool cat...

1 Tempest 2000 – Atari

The classic coin-op goes techno. Blast the shapes that travel up the tunnel and get out of your head to the best soundtracks of any game ever.



2 Wolfenstein – ID

Another classic game gets the new generation treatment. And what a corker it is too. Fast, slick and unputdownably playable. Bloody ace.

3 Cybermorph – Atari

Like the 3DO, the Jag comes packaged with a 3D shoot-em-up. Not astoundingly impressive, it still provides many a decent thrill, and shows just how good the Jaguar is at generating polygons.

4 Alien vs Predator – Atari

With scenery to set your heart a-poundin', *AVP* has too much atmosphere for its own good. You play either a Marine, Alien or Predator, and blast the crap out of the other two species.

5 Iron Soldier – Atari

Travel around polygon-filled landscapes in a massive robot destroying other massive robots. Very smooth animation and fine detail should make this stand out from the crowd when it is released.

Jag CD

A 64-bit console without a CD player? Nah! Atari have finally come to their senses and launched a CD add-on for the Jaguar.

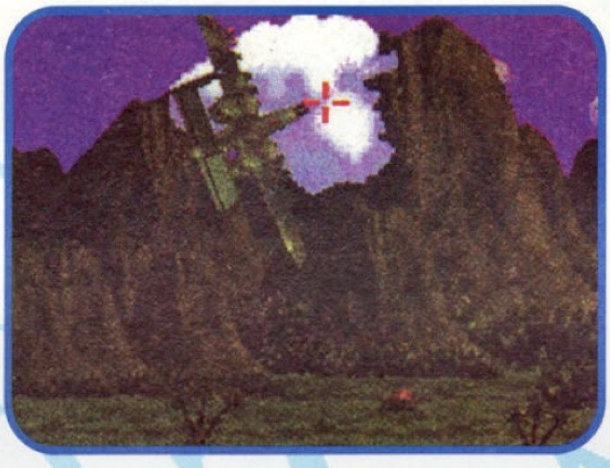
CDs are cheaper to produce than carts. Such are life's little mysteries. It seems pretty damn logical, therefore, that if Atari have any hope of competing with Sony's PlayStation and Sega's Saturn, they need to add a CD bit to the Jaguar.

Well, they have. At the Computer Electronics Show in Las Vegas, the people who brought you the Jaguar, put on display their first Jag add-on.

The CD player plugs into the top of the Jaguar and plays CD-based Jaguar video games as well as the standard audio CDs. It's a double speed player, and one thing's for sure, the add-on will be dead cheap. Out in the States for a mere $149.99, we're hoping to see it hit the shops here for £150. There is little doubt that Atari are going for the "best value in the gaming market" type of marketing line, and it looks like that's what they have achieved.

The Jaguar CD will be packaged with *Battlemorph* (the much awaited sequel to *Cybermorph*) and the Virtual

▲ This is the 'amazing' Jaguar light show.



▶ *Blue Lightning* will be a different flight experience.

What's so grrr Jagua

These are the games to come

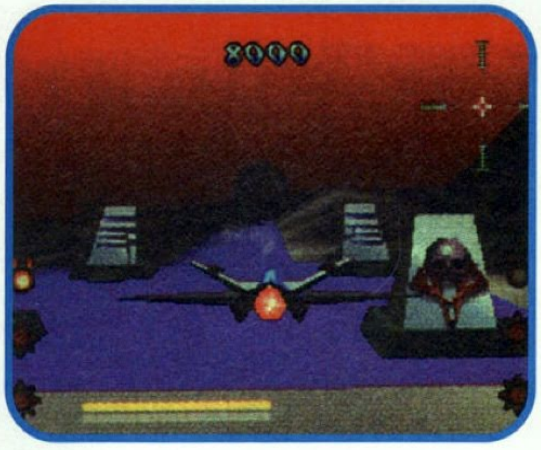
The Jaguar CD comes with *Battlemorph*, the sequel to *Cybermorph*, with even more underwater worlds and underground tunnels to explore. You have to use the various formations of the War Griffon - fighter, tank and amphibious - to gain the edge over your enemies.

In the other 'starting-up' game *Blue Lightning*, you get to fly your chosen plane for the United Nations against a UN bloke turned bad (you know the type we're talking about). You basically have to design flight plans and do all sorts of ducking and diving to destroy enemy bases and depots. Sounds like another *Jungle/Desert/Urban Strike* battle scenario.

Atari are also following in Electronic Arts's footsteps with the statistics-packed CD sport sims such as *Brett Hull Hockey*, *CD League Bowling* and *Jack Nicklaus Golf*. Expect to see a whole load more sports games following on the CD.

The other 'big' titles (remember, 'big' does not necessarily mean 'good', especially when talking about film licences) to look out for are *Demolition Man*, *Creature Shock* and *Highlander*. Watch this space for more news in the future.

◀ *Robinson's Requiem* is just one of the many Sci-Fi adventure games to appear on the Jag.



▶ The Jaguar CD add-on comes with *Battlemorph*, the sequel to the classic *Cybermorph*.

Light Machine (VLM) which Atari seem to be extremely proud of. The VLM is simply a light show that comes on when you play an audio CD – and there are over 81 patterns, yep, you can count them if you want.

Thumbs up for the price, but we'll wait to see some of the games in action before we judge the machine. Watch this space for the first previews.

▲ In *Blue lightning* you get to choose from eight high-performance combat aircrafts. Not bad.

▶ Ice Hockey is the fastest sport around, and we're pretty sure that the Jaguar CD can reproduce the speed.

eat about r CD then?

Some of the other games that'll hit the Jaguar CD in 1995

Title	Game Category	Expected
Vid Grid	Down-the-pub puzzle music video game	1st Quarter 95
Space Ace	Space shoot-em-up	2nd Quarter 95
Soul Star	Science Fiction Action game	2nd Quarter 95
Redemption	Adventure game	2nd Quarter 95
Freelancer 2120	Science Fiction Adventure game	2nd Quarter 95

▲ *Battlemorph*'s underground

Ultimate UPDATE

Jaguar gets it in one

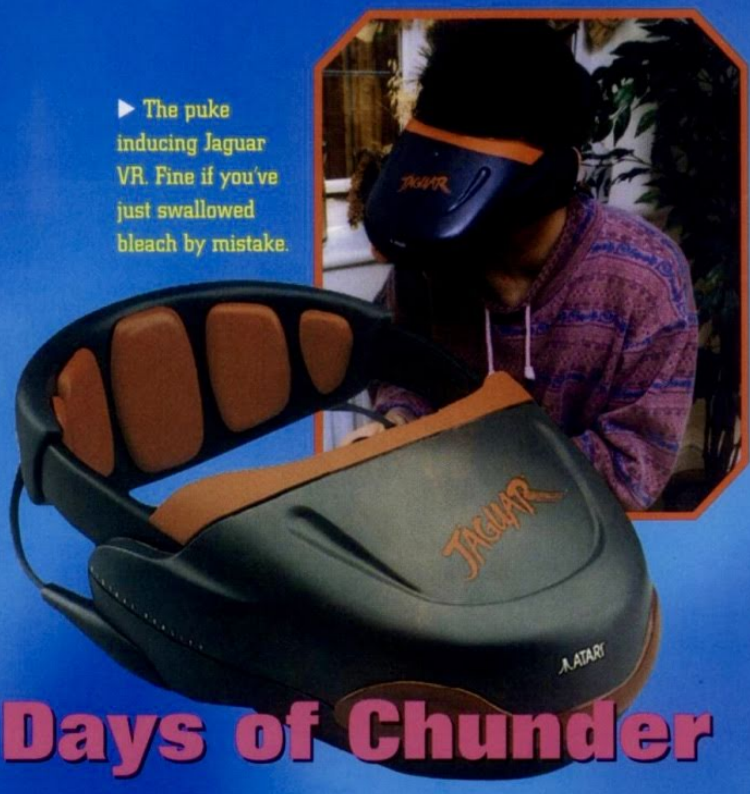
◄▲ Hmm. Jaguar CD toilet arrangement above, is not nearly as nice looking as the all in one unit pictured left.

Atari now look set to compete directly with Sony and Sega, rather than simply paving the way for them. The new Jaguar CD unit is set to be incorporated into an all in one cart and CD playing '64-bit' monster. Problem is, it might not arrive until this time in 1996.

The explanations for this delay are vague to say the least. Atari have virtually completed work on the CD drive, so quite why sticking it into an all in one plastic case will take a year is a bit of a mystery. To Atari's credit, the initial design of the new machine is a lot sexier than the original Jaguar, and certainly sexier than the Jag/CD combo, which looks like a black plastic toilet. Complete with lid.

Technically, there's nothing new here, apart from some clever CD management stuff and a wad of memory. Atari's president Sam Tramiel said "I'm not sure that an integrated CD system at a high price will sell". Obviously the geezers at Sony and Sega are bonkers. Might as well chuck the PlayStation out.

If Atari can release the all in one console in Autumn to compete directly with PlayStation and Saturn, then we might have a genuine three horse race for the next generation crown. The Jag, especially with CD, is a powerful machine and the advent of Sega licensed titles like *Daytona* and *Virtua Fighter* could potentially eclipse the other machines.



▶ The puke inducing Jaguar VR. Fine if you've just swallowed bleach by mistake.

Days of Chunder

Jaguar VR leaves testers feeling ill

Bleeeuuuuugh. Atari have pulled out of plans to release a head-mounted Virtual Reality machine after a senior official at the company claimed it left him feeling 'woozy'.

The allegedly pukesome head-mounted Jaguar machine was being developed by UK firm Virtuality, which currently markets a high-end VR arcade machine. Jaguar VR was planned to be on-sale in the US before Christmas with a $300 price tag. Virtuality is still attempting to improve the technology, and an improved version could still be out some time in 1996.

Atari president Ted Hoff explains: 'Right now we don't feel the technology is viable for the market. In fact when I played it, it left me feeling woozy.' The technology had been shown at E3 last spring and had impressed delegates (although it turned out to be no more than the $10,000 arcade system linked up to a prototype Atari headset). At that time there were plenty who doubted that this technology could be converted into a low-cost home machine in such a short period of time. Hasbro recent scrapped plans for a similar project – codenamed Toaster – after spending nearly $60 million in development. That system had been based on Argonaut's BRender software. Oh well, back to actual reality then...

Hover Hunter

Summer '95 will see another of those 3D polygon shoot-em-ups for the Jaguar (in the vein of *Aircars*, *Hover Strike* and the like). This time, you're in the comfy seat of a futuristic hovercraft, which has six different degrees of freedom in its 3D environment. Featuring an eight-player simultaneous link-up facility and a bit of 'active panning surround stereo' (jolly useful on a mono TV), you get to blast chunks out of waves of rendered objects and enemies. Apparently these have had some intelligence blessed upon them, which makes a change from the predictable antics of shoot-em-up bosses.

► Here's the futuristic hovercraft you'll be flying in the Jag's *Hover Hunter*

Other Jag titles...

Three other notable Jaguar games that'll be worming their way from developers' grips within the next six months are *Zzyorxx*, a five-levelled shoot-em-up orgy of the vertical variety, and the platform-hopping furriness of *Indiana*, a catdog/feral breed of hare. With a hat. And that. Time to swallow another handful of cute pills... Also *Battlesphere*, a bit like *WC3* is due out in May. They're still desperately working on the explosions.

◄ ► Top left shot comes from *Battlesphere*, main pic from *Zzyorxx* looks damn good and the platformer *Indiana* is on the right.

G-Police

Again being developed by Psygnosis, this is a state-of-the-art 3D simulation for the PlayStation. You must complete a tour of duty as a member of the G-Police in a post-cyberpunk off world colony, and find out how your sister, also a member, disappeared.

Krazy Ivan...

Once again you're at the helm of a fifty ton power mechanised power suit in this PSX title. Set in an arena full of enemy suits, hazards weapons, and power-ups, it's a battle to the death. Psygnosis are going to be busy chaps come September. We'll be following their progress.

First time for Virgin

Atari might have just saved the day for the Jaguar, by getting Virgin's 35-strong Megastore chain to stock the '64-bit' machine. Virgin have agreed to take the Jag, and the CD add-on, as well as all the games that go along with it. After Rumbelows' collapse, rumours had it that the Jag had lost its retail base, and would just die off. But no, along with HMV and Game, Virgin have joined the small list of Jaguar stockists.

On top of all this, Atari are believed to be reducing the price of their Jaguar to a mere £149. Having sold approximately 30,000 units in the UK so far, this price drop might yet boost the sales just before the arrival of Sony's PlayStation and Sega's Saturn.

Jaguar to gobble up MK3

Top games are finally making their way to Atari's '64-bit' Jaguar after the American firm signed a deal with coin-op gods Williams.

Mortal Kombat 3, *Dactyl Joust* and *Defender 2000* are all to make their way to the newly-priced format still begging for quality games. *Mortal Kombat 3* is without doubt one of the most eagerly-awaited games in the 16-bit stakes, but you can rest assured that the full previews will be in Ultimate any issue now!

Bluffer's Guide To... Atari

A bit new to the advanced gaming scene? Think Next Generation machines are what the cast of *Star Trek* wash their clothes in? Prepare to win friends and influence people with these essential Atari facts...

Atari – are they still around? They're yesterday's news, surely?

Well many had given them up for dead a few years ago, but after the relative success of the Lynx and last year's high-profile Jaguar launch they're back in the games market big time.

Ah yes, the Lynx – bit rubbish, isn't it?

No, that's a popular misconception. The Lynx is technically the best hand-held games machine ever released. The marketing was wrong and it's now a dying format, but the price has dropped to a bargain £25. Not bad, eh?

The Jaguar – Is it any good, and aren't they going to run out of big cat names soon?

The Jaguar is a great, if slightly ugly looking, console with loads of potential and one of the fastest processing chips around. As far as the big cat names go, how much do you want to bet that their next major launch will be something called the Panther? Or perhaps even the Tabby? Maybe not.

What about games?

We're not massively impressed so far, but *Doom* and *Sensible Soccer* are both available for the Jaguar and let's face it, what else in life do you need apart from those two? Okay, if you're not quite satisfied, there's always *Iron Soldier*, *Alien Versus Predator* and *Checkered Flag*. Add to this the 180 titles in production and things should be looking up.

So where did Atari spring up from then?

Atari was founded in 1968 by an engineering graduate called Nolan Bushnell. Their first game was *Computer War* for the arcades, which people avoided like the plague. In 1972 they released the primitive tennis sim *Pong*. It was a huge hit and gave the company the revenue needed to develop and, in 1976, launch the world's first console, the Atari VCS 2600. After those heady days the company was sold, and it has since changed hands as frequently as a hot muffin being held by an octopus.

Has Atari got a Mario or Sonic type figurehead?

Not yet, but our money is on their figurehead being a single letter E, made of tar. Honest.

Do Atari really stand a chance in the face of Sony, Sega, Nintendo and 3DO?

In retrospect the management have made some pretty unfortunate decisions in the past, and one wonders whether with the imminent Saturn and PSX launches they might pay for them.

But didn't they bury a ton of *E.T.* games in the desert?

Er, yes. Some time in the early 80s they made more *E.T.* and *Outlaw* cartridges than there were Atari VCS', so they hid millions of them. In the Navada desert. You can try finding them if you can be arsed.

So what's next for Atari?

Well the Jaguar CD add-on will soon be released, making it one of the most powerful consoles, at least for a while. In the summer an add-on called the Catbox is scheduled. This will allow multi-player games to be played on separate television screens and will be compatible with *Doom*. And during early '95 a VR headset will become available, making it an even more attractive proposition. So, Atari seem to be getting into full-on Next Generation mode at last. And it would be very unwise for us to count them out yet.

"If Nintendo and Sega are East 17 and Take That respectively, then we're the Rolling Stones – we might be the oldest kids on the block, but we're still rocking." Darryl Still, Atari

"The Jaguar is technically a very good machine that had the misfortune of being released before its time." Jason Kingsley, Rebellion Software

The Jaguar
Ready to Pounce

Back then...

Founded in 1968 by a small, bearded engineering graduate, Atari's first tentative step into the videogaming world was with a game called *Computer War*.

It was about as popular as death, and Atari's reputation was only saved in 1972 after the release of the primitive tennis game, *Pong*. Atari started to develop and, in 1979, it was the dominant force in the market with its Atari VCS 2600 console. It was, in those days, a beast of a machine, with roughly the same power as a small, broken dynamo. Truly '80s 'Next Gen', though. The company decided to leave its console roots behind and move into the computer market. It grew, thanks to the Atari ST venture.

But now...

Atari are back and kicking like a vicar with their 64-bit beast.

They reckon their Jaguar will be leading the pack when it comes to innovative games, as well as developing their own versions of old favourites.

With around 180 titles currently in development, and £3 million being spent on promoting the Jaguar, it doesn't look like it's time to count them out of the war just yet.

What are their chances, then?

Flappy to moderate. With the release of the CD add-on, Atari will be handling one of the most powerful systems available.

Looking at Atari's marketing mistakes throughout its history, though, it wouldn't be wise to go betting your grandmother's soul on its success in the war. But it wouldn't be wise to discount a company that's fought back so often, would it?

Strap me on...

The CD add-on (£15) transforms your Jag into something... much... taller.

Apart from bumping up the capabilities, you've also got the option of watching video CDs via an MPEG cartridge. Not bad.

Other top developments include the VR Headset, made by Leicester-based firm Virtuality, and the obligatory Lasergun that you'd expect from part-owners of the American Laser Games company...

VR Headset

CD Add-On

6-Button Pad

The Games that Won the War...

Tempest 2000

◄ Atari really should package this stonking blaster with the Jaguar.

Doom

► The best version of the mother of all shoot-em-ups, and no mistake.

Interviews

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presenting...

REBELLION SOFTWARE

ST FORMAT talk to Rebellion Software, the developers of *Alien vs Predator*

● Set up about 14 months ago, Rebellion Software's aim is to produce games for the newest and most advanced computers and consoles around. "We call ourselves pioneer developers," says Rebellion's Jason Kingsley," because we can take new hardware platforms and develop software for those new systems." At present, though, they're only developing for the Jaguar; although they are now in the early stages of negotiation with "other hardware manufacturers" to create games for future hardware platforms.

● Rebellion Software, from left to right: Justin Ray, Mike Beaton, Stuart Wilson, Jason Kingsley and Toby Harrison-Banfield.

● Before creating Rebellion, Jason had been freelancing for various companies, which wasn't a good experience – one of them for instance, was Mirrorsoft, which took a lot of good programmers down with it when it sank. He set up Rebellion in anticipation of the new generation hardware – by his own admission, he didn't know that the Jaguar was going to appear. "Computer hardware moves in cycles," reckons Jason. "We could see 16-bit machines already available, you could buy 32-bit chips, and we just thought that something would show up eventually."

● Rebellion currently have nine employees, most of whom are creamed from Oxford University graduates. The technical and creative ability of Rebellion, then, should be second to none – and it seems to show in the technical excellence of *Alien vs Predator*. They are currently looking at getting more programmers to join them, who preferably already have projects in hand – not necessarily on the Jaguar.

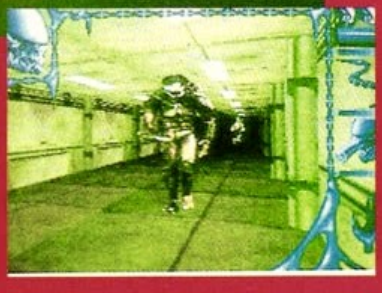
●Jason has found it easy to get decent programmers so far. However, they have had to sack three people because they didn't fit in with the rest of the team. "Getting people to work with our team and to have our standards is quite difficult. We have a reasonable turnover of staff." This isn't because Rebellion are difficult, it's just that they do set themselves high standards, and they like their programmers and designers to share their knowledge.

● "The people we sacked were too set in their ways," Jason told us. "We are all part of a team. None of us can do it on our own, and we don't want any prima donnas who think they can do it on their own. You occasionally get programmers who like to keep secrets from everybody and who keep themselves to themselves. We like to keep open, swapping source code and ideas between all our people."

● Currently, Rebellion are developing four Jaguar projects: *Alien vs Predator*; *Checkered Flag 2*, a first-person perspective car racing game; *Hammerhead* – which was previously known as *Cyberpunk City*, apparently, but details are sketchy; and *Dungeon*, an RPG based on a similar – but more advanced – game engine to *AvP*. You can find some of the models used in *Dungeon* in the *AvP* preview – turn to page 58.

Jason has a lot of faith in the Jaguar platform and backs it up with the bold comment: "I think Jaguar's at least 18 months ahead of anything else"

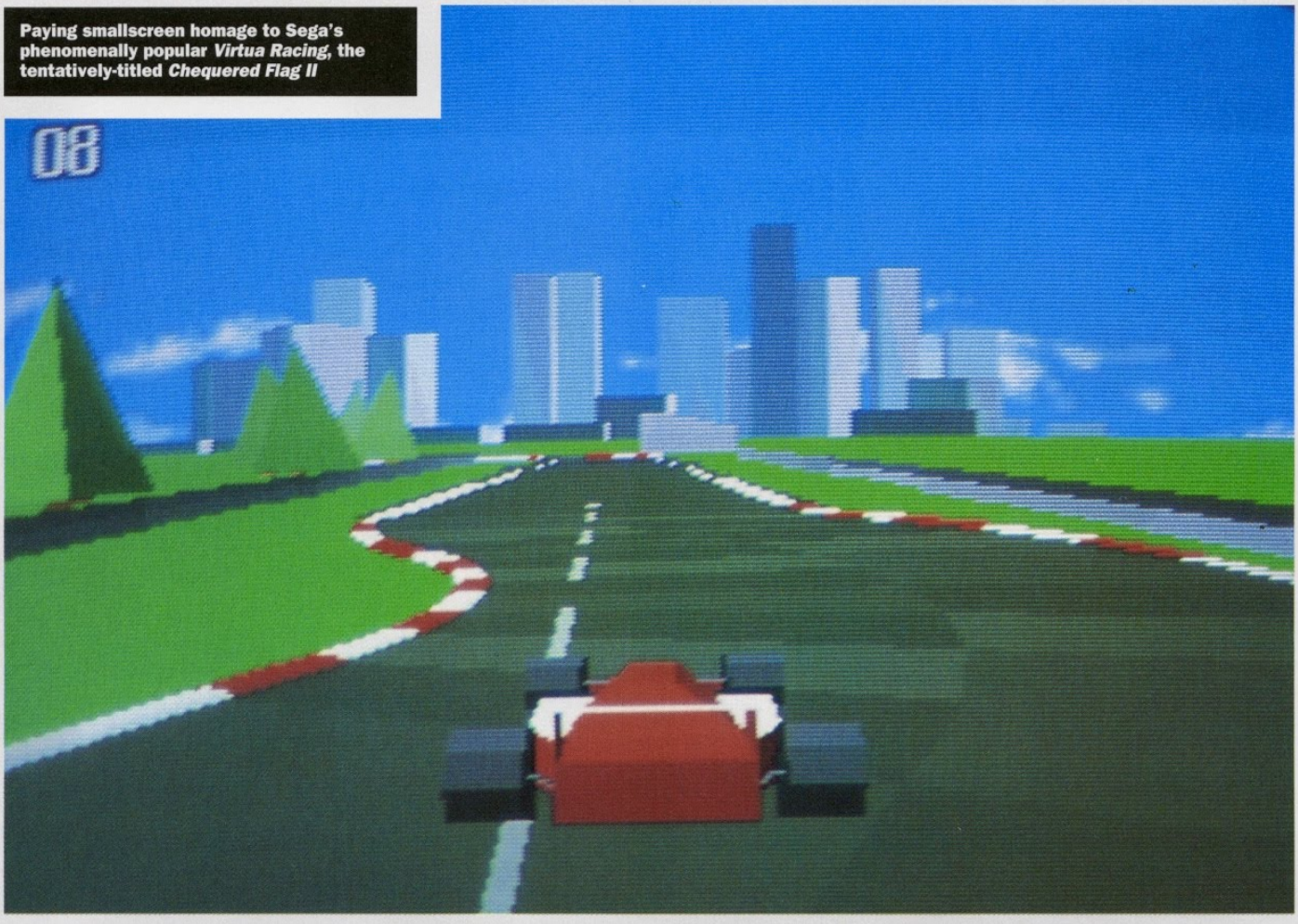
● Jason has a lot of faith in the Jaguar platform and backs it up with the bold comment: "I think Jaguar's at least 18 months ahead of anything else." Also, though, he is equally confident about what they can do with the Jaguar in the future: "While other companies seem to concentrate on presentation, with things like full motion video and gameplay drawn from CD, we try to concentrate on the gameplay. *Alien vs Predator* is a good game in its own right. If it didn't have *AvP* stamped on it, people would still buy it." And we're inclined to agree with him.



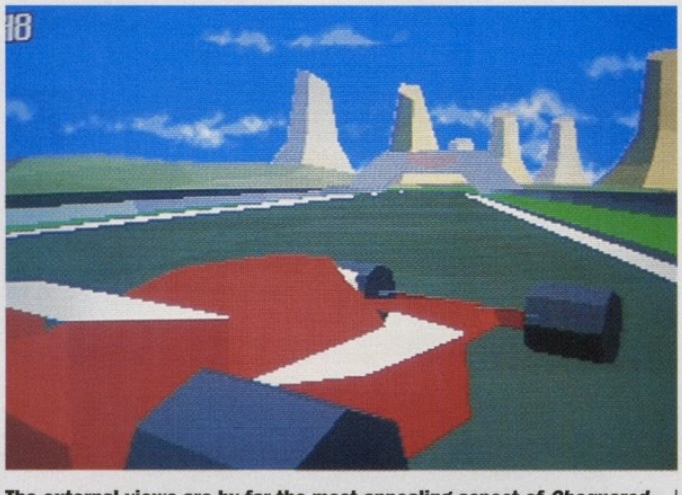
● Above: *Checkered Flag 2* this was a very early version and things should be improved by the time it comes out.

● Right: *Alien vs Predators*, Rebellion's latest release.

Paying smallscreen homage to Sega's phenomenally popular *Virtua Racing*, the tentatively-titled *Chequered Flag II*



Rebellion Software



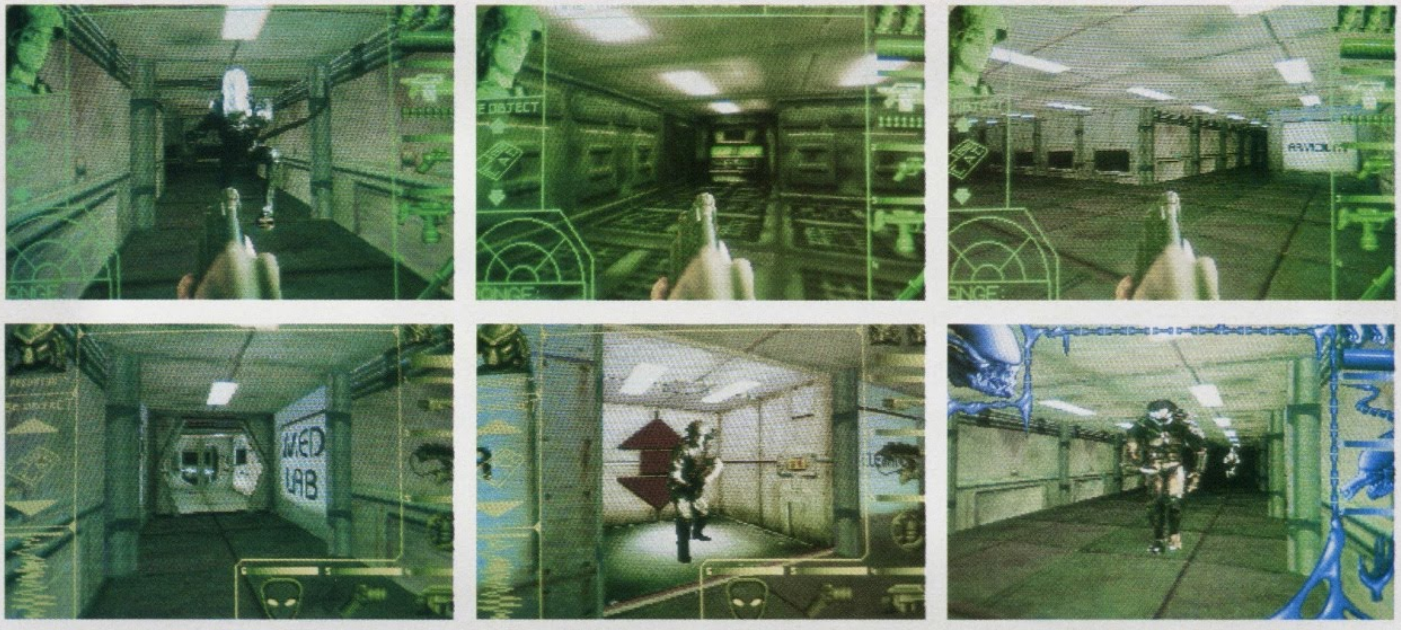
The external views are by far the most appealing aspect of *Chequered Flag II*. Pressing a button zooms you out from behind the car

Of Atari's Jaguar takes off, Oxford-based developers, Rebellion, will be one of several teams pinning their hopes on a rosy future for the machine.

After attending a conference around a year ago, where Atari dangled the Jaguar's tempting specs in the faces of various developers, the nine man outfit was commissioned for two games – a polygon-based driving game, *Chequered Flag II*, and a firstperson perspective adventure/shoot 'em up based on the *Aliens vs Predator* licence.

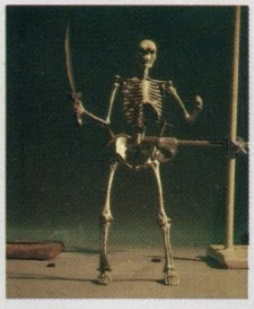
Edge asked Rebellion's creative

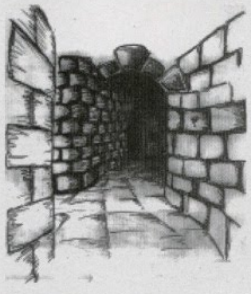
As Atari's licencees start to crawl out of hiding, **Edge** visited Oxford-based developers, Rebellion, for a look at two new titles...



Each character has his own onscreen interface. Top left: A Colonial Marine takes on an alien face to face. Top centre: Open spaces give a much wider perspective. Top right: Even in the distance, the detailed texture-mapped writing is clear to read. Bottom left: Inside the head of the Predator looking through a doorway. Centre: A Colonial Marine awaits to exit a lift bay. Bottom right: Inside the Alien and with a Predator clearly in view

the game tries to emulate *Virtua Racing* – which is no bad thing in itself – but **Edge** reckoned the car was decidedly tricky to handle and the slightly sluggish frame rate spoils the 3D effect. To be fair, the developers said there's still a fair amount of work to do, and they're recoding an important part of the polygon routine which should push the frame rate up significantly. The width of the track will increase too – something that needs to be done if the comparisons with *Virtua Racing* are to be borne out.



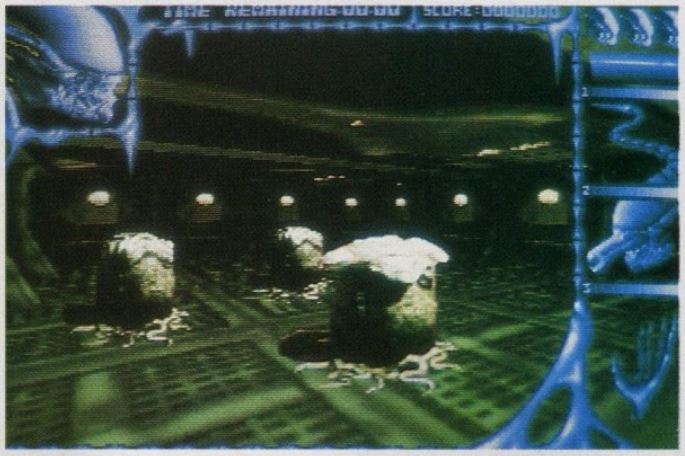


A model skeleton and a preliminary sketch. Both from *Dungeon*

There are two other projects in the pipeline at Rebellion, but both are still in the early design stage. The first, a 3D dungeon game using the *Aliens vs Predator* graphic engine, will be in the mould of the *Ultima Underworld* games including skeletons – again digitised from models – and all manner of typical fantasy creatures.

The other game's a combat flight simulator set in a futuristic Cyberpunk-style city. The intention is to create a Bladerunner-esque environment, including effects like smog and neon lights.

'The thing about the Jaguar,' Jason reckons, 'is that its power has truly great potential for detailed real-time 3D environments. We're really pushing to make the games as interactive as possible.' **Edge** only wishes more developers would do the same. Expect both games to appear for the Jaguar sometime around January.



Even the eggs were modelled in latex before being photographed and fully digitised

REBELLION

Credits

Creative Director: Jason Kingsley
Programmer (*AVP*): Mike Beaton
Programmer: Andrew Whittaker
Programmer (*CFII*): Rob Dibley
Graphics: Toby Harrison-Banfield
Graphics: Stuart Wilson
Graphics (*CFII*): Justin Rey
Sound: Chris Kingsley

The most impressive aspect of *Aliens vs Predator* is the way you see through the windows and doors into the other rooms. The whole environment is texture-mapped, and when you see it move it's pretty damn impressive too

continued

compression, we're restricted more than we'd like to be. We're working on 2Mb cartridges for the first two games, and you still can't put a lot of 16 or 24bit colour bitmaps into such little space.'

The static screens in the game use 24bit colour – over 16 million colours – while the bulk of the game uses 16bit colour which displays around 65,000 colours onscreen.

The game is essentially a 3D shoot 'em up with strategic overtones set in a space station. There are seven levels, and you start on the central level, making your way either to the top floor where the Predator ship has docked, or down to the lowest level, where the Alien ship lies. It's your choice, and you can take control of one of three characters – either an Alien, the Predator, or a Colonial Marine. Playing a Marine, your objective is to rescue your troops and, obviously, get rid of all the aliens and predators. Playing an alien or predator involves taking out the opponent's ship while collecting as many dead Marines as possible!

Much further down the road is *Dungeon*, the working title for a firstperson adventure

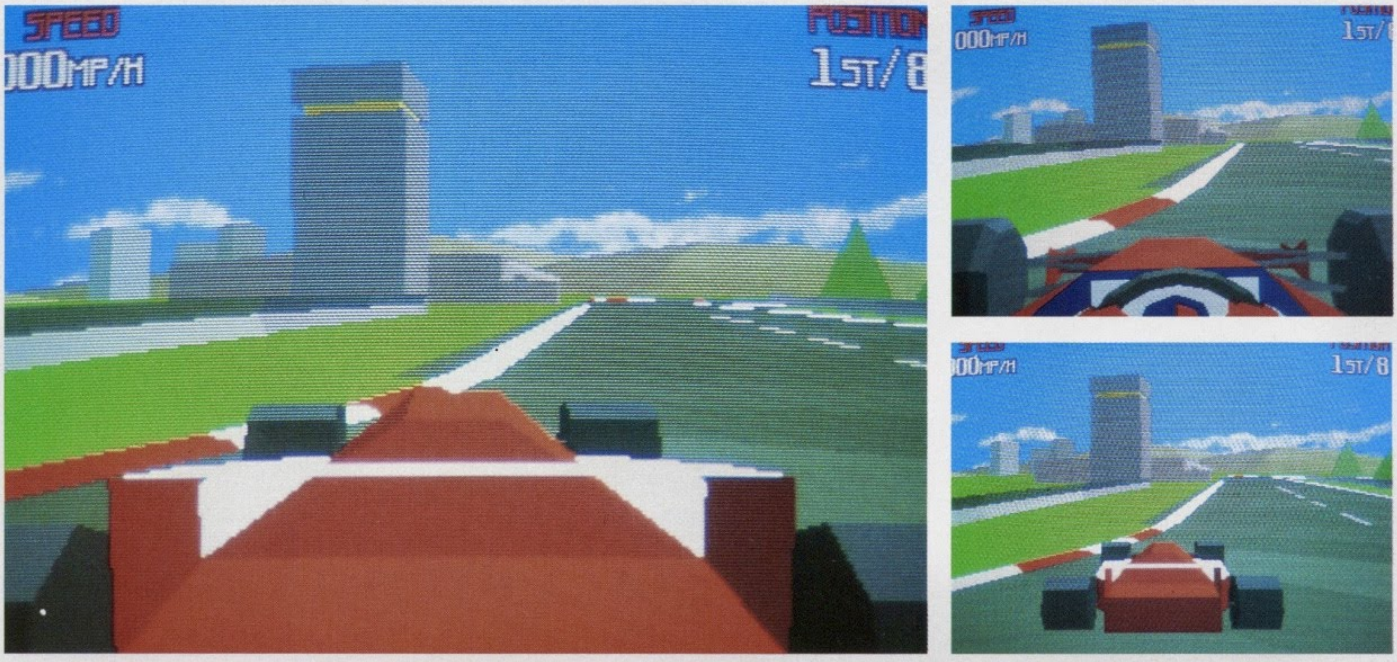
At the time of our visit, the game was a few weeks from completion and looked extremely good. A lot of thought has gone into the layout of the station – offering players multiple routes and lots of secret locations to discover. The 3D scrolling was fast and smooth – currently running at between 12 and 15 frames per second. And while this isn't quite as smooth as some of the newer DX2 RPGs, the level of detail and depth of vision more than make up for it.

The only thing that was missing at the time of the visit were the 16bit samples, also being handled in-house. When compared to Activision's sad *AVP* beat 'em up for the SNES, this looks like being the first game to do justice to the licence.

Rebellion's other project in development, currently codenamed *Chequered Flag II*, is less impressive however. Some aspects of the game are great – particularly the look of the depth-cued graphics and the choice of perspectives. By using plain polygons,

'The Jaguar's power has truly great potential for detailed real-time 3D scenes.'

The model panels for AVP's interiors were shot and then digitised



A selection of shots from *Chequered Flag II* shows the different perspectives available. The in-car viewpoint (top right) keeps those driver's hands firmly in view – they're just polygons like all the other graphics in the game. As far as smoothness goes, though, there's still work to be done

director, **Jason Kingsley**, about the console and its potential. 'It's superb, and so much of a step up from previous consoles. Even comparisons with PCs are favourable. I'd say, that speed-wise in 256 colours, a 486 DX2 (66MHz) PC will just about match the performance of the Jaguar. But then the Jaguar will probably be able to offer the same speed in 16 or 24bit colour. Of course, there are always things you'd like to be changed with a new system, but that's going to be the same with every system ever released. For the foreseeable future, this is a great platform to work on.'

'The Jaguar's superb, and so much a step up from previous consoles.'

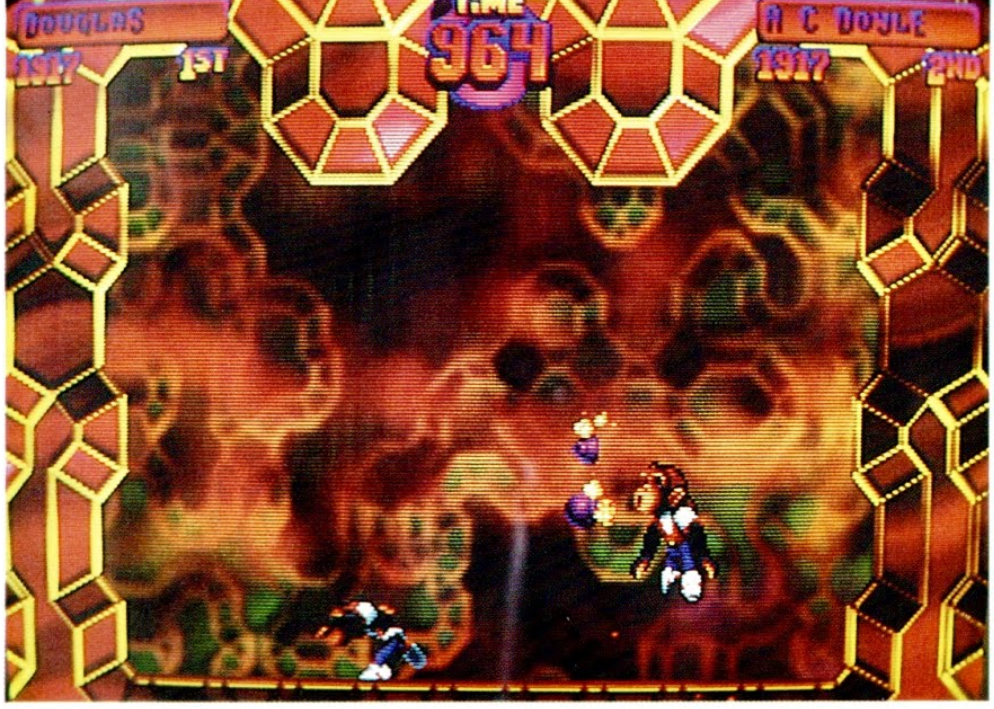
Note how the driver's arms animate as he turns the wheel. It's a nice effect that works well

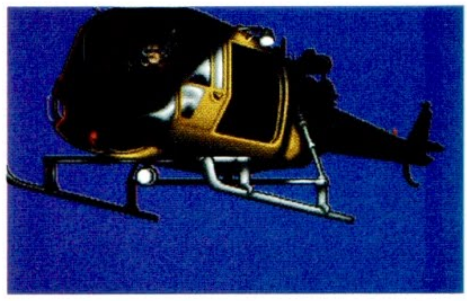
Aliens vs Predator, the more complete of Rebellion's two games, looks slick, boasting texture-mapped 3D corridors and smooth scrolling. However the graphics weren't created in the usual way. Instead of being drawn on the screen in the traditional manner, Rebellion opted for model-making techniques, constructing small panels to make up the walls, floor and ceilings, and using latex models for many of the sprites. These were then photographed and digitised for inclusion in the game. 'Funnily enough,' Jason adds, 'we thought the process would take longer than drawing everything, but it actually worked out quicker.

'We also dressed someone up in the actual costume that Hicks wore in the Aliens movie and then photographed and digitised him for a sequence of animations. Of course, all these graphics eat up a lot of space, and even with the Jaguar's

Rebellion maintain that, despite the simple polygons, the graphics here are just as technically advanced as those in *Aliens vs Predator*

Continued next page





Clockwise: *Apeshit* (Jaguar), *Green Lantern* (SNES) and *Central Intelligence* (PC)

Ocean Software

Ocean are one of the first thirdparty developers to jump on the Atari Jaguar bandwagon; but where is it taking them?

One of the most attractive buildings you'll find in Central Manchester is Eastgate, Ocean's stylishly understated headquarters dominating the newly gentrified Castlefield area. **Edge** dropped in on software development director **Gary Bracey** to check out the company's new-found commitment to Atari's Jaguar.

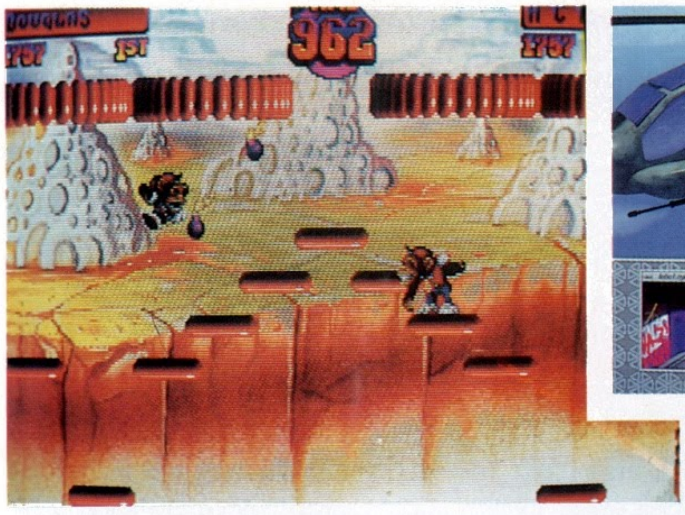
With the 16bit market slowly diminishing, Ocean are counting on Atari's new machine: 'We'd like Atari to succeed primarily because we're looking for a replacement format,' admits Gary. Ocean are currently juggling two projects: one cartridge game and one CD game.

The cartridge project, *Apeshit* (a working title, we hasten to add), was originally undertaken by Warren Lancashire, who shaped the excellent *Pugsley's Scavenger Hunt* on the SNES. His return to the company after a break means he will continue to be involved with the project.

'A platform game with a difference' is hardly a description to inspire confidence, but if only for the wonderfully colourful graphics, *Apeshit* looks quite smart even at this early stage. While *Crescent Galaxy* might have given some indication of the Jaguar's sprite handling abilities, *Ape* could prove to be a benchmark parallax scroller for Atari's machine. Described by programmer **Bobby Earl** as 'a mixture of *Mario*, *Bomberman* and *Pang*,' *Ape* is essentially a simultaneous twoplayer cooperative

'We'd like Atari to succeed,' admits Ocean's Gary Bracey

***Apeshit*, sporting some of the nicest graphics yet seen on the Jag. The final name has not yet been decided – *Monkey Business*, perhaps?**



More great graphics from *Apeshit* (left), and SG rendering for *Central Intelligence* (PC)

A Silicon Graphics-rendered *Lobo* – Ocean's first project for Atari's forthcoming Jaguar CD drive

platform game with traditional console-style play mechanics.

With much of the game design yet to be implemented, the most appealing aspect of *Ape* is the silky smooth 16bit-colour parallax scrolling. 'All that requires is the 68000 and the object processor,' reveals Bobby, ' but we'll be using the GPU and the blitter for creating some clever 3D effects in the backgrounds.' The backgrounds in question were drawn freehand by artist Ged Cafferley before being scanned directly onto the screen.

Ocean's other Jaguar title, *Lobo*, is based on the violent comic character of the same name and is an altogether more ambitious project, destined for the CD drive. 'The concept of the game is very, very new and at the moment we're simply experimenting with the game style and how it'll work on the Jaguar.'

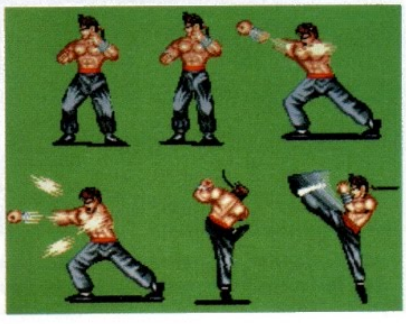
'We see the Jaguar as a creative challenge rather than a technical challenge'

Gary Bracey, Ocean Software

To fire the imaginations of the guys involved, a roomful of Silicon Graphics workstations is being used to mock up 3D rendered game environments. Some of the video sequences are expected to run at 25fps on the Jag's double-speed CD drive.

Gary sums up the company's new direction: 'We see new machines starting with the Jaguar as a creative challenge rather than a technical challenge. We're moving away from the traditional movie licence, and the philosophy now is content, quality and originality. A good programmer on the Amiga will usually be a good programmer on the Jaguar – it's that simple.'

Ocean's predilection for platform games is confirmed with their latest Mega Drive and SNES project – *Green Lantern*, based on the US comic



Doom **– usually the sole domain of PC owners – shown here running on the Jaguar. If ever there was a game to sell Atari's machine, this is it**

id Software

Jaguar owners' prayers are about to be answered – albeit violently – with versions of ***Wolfenstein 3D*** and ***Doom*** from id Software. **Edge** went exploring

Everyone knew the Jaguar was in bad need of hot software – but few would have guessed that Atari would pull off the coup of getting both *Wolfenstein 3D* and *Doom* onto their system. **Edge** spoke to **John Carmack**, id Software's technical director, about their groundbreaking games…

Edge Where did the idea for *Wolfenstein 3D* and *Doom* originally come from?

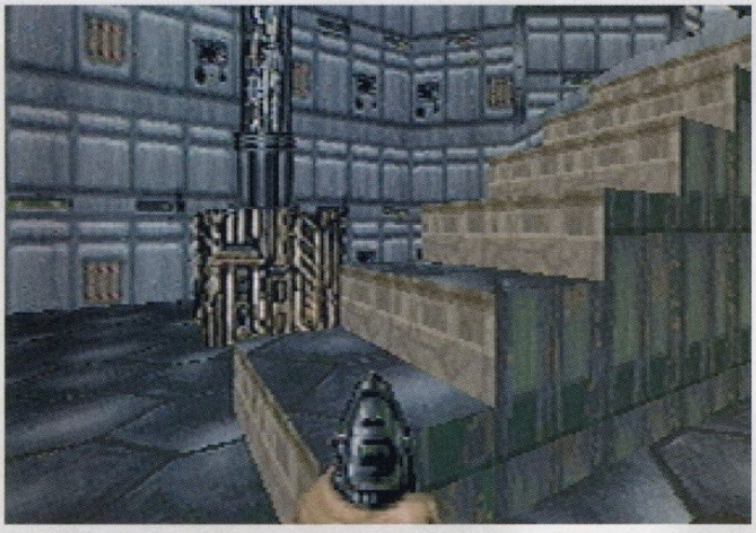
John Carmack They were both examples of gameplay looking for a game. We designed the user interaction and display technology to be as cool as possible, then worked a game around it. *Wolfenstein* was a homage to an old favourite, but *Doom* is just a killer environment with no pretentions of having a real story.

Edge How easy was it to port *Wolfenstein* and *Doom* to Jaguar?

JC I had something running in about two weeks after we signed on to port *Doom*, but it was running at a truly wretched rate. The main processor on the Jag is very slow compared to a 486 PC, but the auxiliary RISC processors are really great. I have to rewrite most of the 3D code in *Doom* to work in very small chunks running on the RISC processors instead of the main processor, which will take some time. It'll be great when it's finished, though.

Edge We heard that you'd converted *Wolfenstein* just to show it could be done. Is this true?

JC Yes, I converted *Wolfenstein* on a whim. I was thinking about how the Jag's hardware could be applied to games other than *Doom*, and *Wolfenstein* seemed a pretty good utilisation. I started programming one afternoon and 15 CDs later,



PC *Doom*'s 3D environment has been faithfully recreated on the Jaguar

Jaguar *Doom* (above, top right) bears a resemblance to the PC version set on 'low detail'

when the other guys were coming in the next morning, I had a functional port of the SNES *Wolfenstein* code running. We sent it to Atari, and they gave us the go-ahead to stall *Doom* for a little while and get *Wolfenstein* out real quick. I've spent the past three weeks improving it a lot, making it the best version of *Wolfenstein* on any platform. The game runs fullscreen at 30fps. We're using high-resolution graphics, giving it four times the detail of *Wolfenstein* PC – or *Doom*, for that matter. The sound is running at 22KHz, which is three times the rate of the PC version. We're also putting back the blood and Nazi stuff that Nintendo forced us to remove.

Edge Will Jaguar *Doom* have the same level of texture mapping as the PC version?

JC The texture mapping is done in different ways, but it's equivalent or superior to the PC version's. I'm glad Atari designed their system with a large portion of the power fully programmable in the RISC chips, rather than providing a limited set of hardware acceleration. More is always better, though.

Edge Will Jag *Doom* be better than the PC version in any way?

JC The lighting calculations are vastly superior. Because the PC version only had 256 useable colours, you could see bands of different light levels instead of a constant gradient. The Jag version runs in 16bit CRY colour, which makes the light shading totally undetectable. This is a *big* improvement. Speedwise, it will depend on what you're used to. *Doom* runs 30fps on Pentium, which the Jag won't be able to match. It should run about as good as a 486/33, but it's still a little early to tell.

Edge What do you think of the Jaguar's hardware overall?

JC I honestly think it's the best designed videogame hardware around. The object processor gives you all the benefits of a framebuffer and a sprite/background engine, without any hard limits. 16bit CRY colour is the absolute best colour model for games I've come across. I wish I could get it on a PC!

'When I first heard about the Jaguar, I groaned at the thought of Atari designing its own processors...'

John Carmack, Technical Director, id Software

The RISC chips are really great. When I first heard about the Jaguar, I groaned at the thought of Atari designing its own processors, thinking that they would mess it up for sure. It turns out that I like the chip architecture better than anything I've worked with: they're great to program, and very efficient. The only drawbacks are that they can only execute a few K of code at a time, so you can't just run the entire game on them. There are a few minor things wrong with the hardware: the RISC chips have a couple of bugs you need to work around, and the blitter has some special properties that seem the wrong way round to me. The only real mistake I think was made is in

Anyone complaining about the visual horror of id's games can blame these two: Kevin Cloud (left) and Adrian Carmack (right), graphic artists from hell

Continued next page

... Although occasionally the bad guys do get their own back (inset), and the Nazi theme does seem to stray slightly

***Wolfenstein 3D* is all about killing people, and there's a variety of weapons with which to do so...**

the keeping of a 68000 as the central processor. If you just write something the easy way and run it on the 68000 it'll be very slow; if you go to the trouble of writing optimised RISC code to run on the other processors, it'll be over 20 times faster. This lets good programmers really stand out, but it makes it more difficult to get the performance the system is capable of. I think they should have used another RISC processor with a dynamic cache as the CPU.

Edge Is there any way you can make *Doom* on Jaguar a multiplayer game?

JC Yes. If Atari ever get around to getting us Jaguar ComLynx cables, I'll make it a twoplayer game.

Edge What's the reasoning behind the simple blasting action in your games?

JC We write primal games that can directly appeal to a wide audience (guys, at least). Our next-generation game, *Quake*, will also have simple goals. We're providing a cool *environment*, rather than a cool scripted game. This also increases the replayability.

Edge Have you any idea how many PCs your games have been downloaded onto?

JC Each game we've released has been several times as well received as the one before – two *Commander Keens*, *Wolfenstein* and *Doom*. 150,000 people registered *Wolf* (so far!), so I'd guess that several million people have played it, making it probably the most widely played computer game. *Doom* is out to eclipse that.

Edge Will you be employing *Doom*'s 3D engine in a sequel?

JC There are three *Doom*-related projects in the works now: *Doom II: Hell On Earth*, our retail sequel; *Druid*, a product by Raven Software [*Shadowcaster*, *Black Crypt*] which will be basically a fantasy version of *Doom*. And *Strife*, a cyberpunk roleplaying game by Cygnus Studios [*Raptor*], which should go some way to addressing all the people who want a more sophisticated game from us. Then it's on to *Quake*...

Edge How long did it take to produce the 3D code for *Wolfenstein 3D* and then for the enhanced engine used in *Doom*?

JC First of all, none of our game generations have ever shared any code. I take each new game as an opportunity to start from scratch, fully utilising all of the additional knowledge acquired in the previous project. *Wolfenstein* only took about a month to write the core engine. It took about three months to get *Doom* up and running, but later in the project I spent two more months rewriting the entire engine using a different central algorithm.

Edge What were the most difficult aspects of coding *Doom*?

JC Fast graphics rendering is always a challenge, but the game simulation environment was also quite difficult. Simple-sounding issues like line-of-sight determination become a lot more difficult as the environment gets more complex, and if you need to do thousands of them a second, the straightforward implementation doesn't really work out.

Edge *Doom*'s parallax scenery is particularly impressive: was this difficult to achieve?

JC If you mean the sky backdrop, it's pretty easy. A table is built whenever the screen is sized that has an angle offset for each column. This is added to the current view direction and mapped onto the rows of the sky picture. That row is then scaled onto the screen. *Doom* before v1.3 did have a slight bug in this that I just noticed a couple of weeks ago: when you size the screen down, the vertical scale isn't corrected, so the sky gets 'pinched'. This is now fixed.

Edge How do you think your 3D

'I've spent the past three weeks improving it a lot, making it the best version of *Wolfenstein* on any platform'

John Carmack, Technical Director, id Software

Game designer Sandy Peterson models the latest in id peripherals

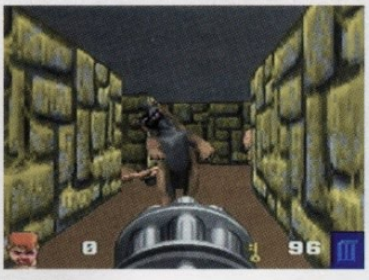
Continued

routines compare to games like *Ultima Underworld*?

JC We have different goals in mind, so we took different approaches. The *Underworld* games have the advantage of the ability to look up and down and model sloping surfaces. Disadvantages are in the limited view range, which prevents you from having huge areas, the overall game speed, and the fact that the game map is tile-based rather than geometry-based, which makes creating unique areas much more tedious.

Edge Do you think you can enhance *Doom*'s 3D engine?

JC I'm doing minor enhancements for the upcoming *Doom* products, but most of my engine attention is centred on *Quake*, which will be a totally new generation of code that bears no resemblance to the current stuff. It will be a full six degree of freedom engine with arbitrary modelling capabilities.



Edge *Doom* is an excellent example of the superiority of on-the-fly 3D games over FMV CD games. Do you agree?

JC I want id to remain a champion of constant interaction games. We're for people who want to *do* something, rather than watch something. That market is there, but we want no part of it.

Edge What are your next projects after Jaguar *Doom*?

JC I'll be working on the next-generation game, for release next year. We might also port *Doom* to one of Sega's new systems.

Edge Any other formats?

JC Well, Project Reality is very doubtful. We tried the compromise-our-games-to-please-Nintendo bit with SNES *Wolfenstein*, and we hated it. As long as Nintendo is going to play the prudish morality squad, I don't think you're going to see another id product on anything they make. I'd love to see the technical docs, though; I do expect it to be a killer system when it's released. Of course, it doesn't exist at all right now… E

***W3D* was on show at the ECTS, where Edge was impressed with its speed. But with Jaguar *Doom* in the pipeline, will it sell?**

Credits

Tech director: John Carmack
Programmer: David Taylor
Programmer: John Romero
Graphics: Adrian Carmack
Graphics: Kevin Cloud
Game design: Sandy Peterson
Music: Bobby Prince
Support: Shawn Green
Business: Jay Wilbur

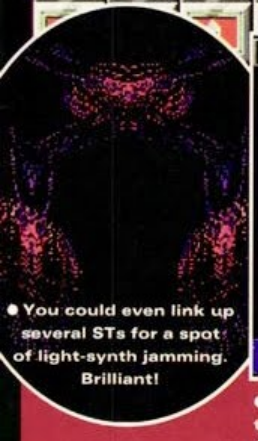
***Wolfenstein 3D* on the Jaguar runs fullscreen, has four times the graphical detail and three times the sound rate of the PC version. And, unlike the perpetually squeamish Nintendo, Atari have no qualms about retaining the Nazi overtones and grisly portrayal of violence**

presenting...

JEFF MINTER

The psychedelic programmer of *Tempest 2000* speaks to *ST FORMAT* about his life, loves and Jaguar programming...

● Llamasoft's *Trip-a-Tron* was the company's finest psychedelic hour. Using your mouse, you could create stunning swirling patterns of colour, using hundreds of different ST palettes.



● You could even link up several STs for a spot of light-synth jamming. Brilliant!

● In Jeff's games you won't find any references to taboo subjects (well, except for one version of *Llamatron* that wasn't for general release, that is) it's all good, clean, family fun.

● On the ST, Minter's animal frenzy continued with *Revenge of the Mutant Camels*, in which you played, erm, a camel. So revenge could be yours! Hurrah!

● **Jeff started out programming with the Commodore PET in the late '80s. He got the idea to create games when he saw somebody playing a game on a PET, and he asked where the game came from. "He said 'I just typed it in,' and that was the first time I realised that you could actually make games that weren't in a cabinet with a ten pence slot."**

● He began by creating a very simple game with "a blob which could fire in all directions against other blobs, which were the nasties." Sounds to us like *Robotron* before its time. He gave them to his colleagues to play, because: "they were best judges of good games. If they weren't good, they simply wouldn't play them!"

● Jeff's first commercial games were on the Sinclair ZX80. There was a 3D maze game and a dexterity game called *D-Flex*. A version of *Centipede* followed on the ZX81, then a version of *Space Invaders* for dk'Tronics – a firm run by an ex used-car salesman – who ripped Jeff off for a lot of money. The first Llamasoft game, as such, was a version of *Defender* on the Vic-20.

● He's a staunch Jaguar, and Atari, supporter. As far as he's concerned, other platforms pale beside it, and the rumours of future machines he takes with a pinch of salt.

As Jeff says: "SGI Reality Engines cost about half a million quid, so you're not going to be able to buy one next year for 200 bucks," referring to the much-touted Nintendo collaboration with Silicon Graphics. Sega are also developing a "next generation" console, but again Jeff is reserving judgement until he sees it.

● He has no worries about the Jaguar selling well. Not only because of the brilliant graphics and sound capabilities, but also because: "Kids like big numbers. You know how Sega carts are measured in MBits, as opposed to MBytes. So the Jaguar's 64 bits are going to appeal to them. And there's Sega with '16-bit' written on the case – that's going to become an anti-advertisement."

● Jeff has plenty of views regarding the future of technology. He thinks that the next main step with technology should change the way people communicate with each other. "Look at the way people rely so much on first impressions," he says. "Someone could take an instant dislike to you, just because you're a scruffy hippy or something. When you're actually in Cyberspace and you meet somebody, you give them precisely the image you want to give them. You're getting closer to the reality of the real person.

"Look how far flight has come since the Wright Brothers, and then conquering the Moon. The scale of expansion of that technology is nothing compared to this. This is the most significant technology that mankind has ever invented, and it's going through the roof. Something's going to happen – and I love it."

● Most of Llamasoft games for the ST have been Shareware, a concept which Jeff believes in tremendously. He reckons that ST owners are far and away the best at returning Shareware registration fees, even from all over the world. The Amiga and PC registrations pale into insignificance, apparently. Doesn't that give you a warm glow inside?

presenting...

IMAGITEC

Why have Imagitec ventured into depths of Atari's machines where others fear to tread?

● Imagitec President Martin Hooley and Pig. Not Piglet.

● Check out our review of *Raiden* on page 50, then sit back and wait for the sequel.

● *Evolution Dino Dudes* is out on the Falcon now and for the Jag next month.

● First has to be because Imagitec reckon Atari are "a very good company" who "have their head together with the Jaguar... they are on a better footing now than they have been for years." They describe their working relationship with Atari as "awesome."

● Following on from this, they reckon they can make money out of developing games for Atari's machines, along with those of Sega and Nintendo – after all, they "develop for anything that will make us money."

● As well as such honest financial considerations, Imagitec obviously relish working with advanced technology. They reckon the Jaguar is "brilliant" and "amazing," there being very little technically that they would like to do with it that they can't since the custom hardware that's in the machine reduces all the limits.

● Although in some areas of the computer industry there is still some scepticism as to whether Atari can compete successfully in the console market, Imagitec are happy: "Atari have been slightly low-key, but we had the advantage of knowing about the Jaguar before most people, and once we knew what was coming we were pretty confident about it."

● And as to the competition...? Piglet reckons "the Jaguar's better than 3DO and will wipe the floor with it – the price difference alone will see to that." And as for Sega and Nintendo 64-bit contenders? "The Jaguar will compete on an even footing with them, at least. It will have a very big user base, which will give it a headstart and the prices of the new machines will affect the market then. It depends how much Nintendo can sell their 64-bit hardware for – they'll sell it at a loss anyway, but how much of a loss can they sustain? It depends how much they spend developing the hardware."

"The Jaguar's better than 3DO and will wipe the floor with it – the price difference alone will see to that"

● Imagitec was formed seven years ago, employs around 45 people and works out of a former newspaper office in Dewsbury, West Yorkshire. They do everything in-house so they can finish everything faster.

● They have done lots of work for the ST including developing *Zone Warriors* (38%, *STF* 28) and converting early games from the Ultima series like *Suspicious Cargo* (79%, *STF* 31).

● Imagitec specialise in creating music for the rest of the computer games industry, having worked with the Bitmap Brothers, Virgin, Core Design as well as having created music for the Jaguar's *Tempest 2000*.

● As to their own Jaguar games, specifically *Raiden* and *Evolution Dino Dudes*, Imagitec comment "Neither is stunningly revolutionary but they're good games – better than other versions simply because the machine's more capable. *Raiden's* better than the arcade version but we are constrained by conversions – *Raiden 2's* presumably going to be released on the Jaguar so we don't want to upstage the sequel before they are done."

● And as for their own aims when they're busy producing games? "We want to get the most out of the machine. The Jaguar is new and people aren't fully aware of what it's capable of yet we're trying to push it with our games. It's fully capable of exploiting the stuff we've used for other platforms and we've already made mistakes on those which we've learned from, so by the time it comes out on the Jaguar we'll have perfected the technique to make some really good games.

presenting...

ATTENTION TO DETAIL

Makers of *Cybermorph*, the world's first Jaguar game

● Chris Gibbs and Fred Gill. the main men at Attention to Detail posing uncomfortably for the camera.

● Many many years ago, before ATD got really fussy about the platforms they developed for (these days they don't even create games for PCs because they're not "cutting edge" enough) they developed this little ditty called *Nightshift* for the ST. You might know it.

● Attention to Detail are a 14 people strong team, headed by Chris Gibbs. They work in a converted farmhouse which has problems with electricity overload in rural Warwickshire. They have also employed sub-contractors like Brian Pollock to create specific bits of *Cybermorph* such as the 3D engine and the map creator.

● *Cybermorph* originally started out as a magic carpet demo, similar to *Virus*. It makes good use of the 3D polygon capabilities of the Jaguar and ATD are now keen to exploit the texture-mapping options in *Battlemorph*.

● Their previous games have included the Lucasfilm titles *Nightshift* and *Indiana Jones and the Fate of Atlantis*.

● ATD are continuing to develop games for the Jaguar with *Battlemorph* which is the sequel to *Cybermorph* and a development on from the Lynx game, *Blue Lightning*. They are both expected to be out at the end of 1994.

● ATD developed *The Last Ninja* for the unsuccessful Konix Multisystem. It wasn't a complete waste, though, since their experience of that machine stood them in good stead with the Jaguar, because the people who developed the multi-system developed the Jaguar hardware.

● ATD were sceptical about Atari's commitment to the Jaguar, fearing it would be treated in the same off-hand way as their other machines, but the invitation to the launch event was a turning point, for the better, in their confidence in Atari.

● As well as having an interest in software, ATD also employ some hardware engineers. They are presently working on an innovatory video device that surpasses the BLITTER.

● ATD wish they could speed the getting-Jaguar-games-out process along by helping to create the PC development system. At the moment Atari are providing TTs for softies to develop Jaguar games on, but however loyal you are to Atari you have to admit that because TTs are not as standard in business as PCs, they do not have the same selection of development software available for them – or the networking facilities – as PCs.

● ATD have worked on the introductory screens for a selection of coin-op quiz machines.

● ATD agree with the common belief that there are probably only five original games around in the world – the only way you can increase the "buzz" you get from a game is by making you more in control and increasing the number of things you can do within the experience; basically just getting you more involved.

They were the first software house in the UK to be involved in the development of Jaguar software – they started working on it around the summer of 1992. Their involvement started when they were asked by the UK hardware developers to debug the chipset

● ATD are very excited about games such as *Alien vs Predator*, and expect that because it has such detailed graphics which really show off the Jaguar, it is likely to be included as the boxed game once it has been finished.

● About 30% of their work is directed towards producing business software.

● ATD appreciate how important gameplay is to the survival of the machine – and that's why they spent six months after the main engine of the game was complete working on the different levels to give you the chance to do lots of different things in different ways.

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ATARI 64-BIT

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PAGE 4 **NEW CART RELEASES**

The Jag is set to be swamped with games over the next four months! Ultimate lift the lid on:
Ultra Vortex, White Men Can't Jump, Super Burnout, Flipout, Max Force, Ruiner, Fight For Life, Power Drive Rally, Defender 2000, Deathwatch, Hover Hunter, Skyhammer, Baldies, Penguins, Zero 5, Gotcha.

PAGE 8 **THIRD PARTY**

Atari have a host of developers on the case. Here's what they've been up to:
Rayman, NBA Jam TE, MK3, Charles Barkley, Pitfall, Brett Hull.

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PAGE 10 CD ROM

Atari's add-on is about to bring a whole new dimension to the Jaguar!

Ultimate takes a look at the capabilities of the CD ROM drive and how it will bring you Full Motion Video, top movies and The Virtual Light Machine. Plus the complete preview of up and coming CD titles: Varuna's Forces, Soul Star, Creature Shock, Myst, Highlander, Battlemorph, Blue Lightning, Vid Grid and Primal Rage.

PAGE 14 THE FUTURE

Forget Mystic Meg! Ultimate deal in real predictions. Check out the future.

Which console will bring the first fully functional motion tracking VR system to the home? Yep, it's the Jag. This and other future projects are revealed on pg 14.

GAME O

The Game Plan...

Atari want mass market penetration. But then, so does every player in the cramped videogames market. Atari hope to achieve this by largely ignoring the early adopters, those consumers who buy new hardware no matter what the shape, colour, make or cost and win the support of current 16-bit players. In the lead up to Christmas Atari hopes to convince SNES and Mega Drive owners that the Jaguar is the most logical and, pound for precious pound, exciting next step. How are they going to achieve this? With top new games of course. Stupid!

A tastier looking bunch of combat-ants you couldn't hope to find.

Now, shall I choose Face-At-Top-Of-Head Man or Too-Much-Make-Up Girl?

FIGHT FOR LIFE - Late '95

OK, so the CD ROM is coming out anyway, but why should base Jaguar owners be deprived of a 3D polygonal beat-em-up? Well they won't be. September sees the release of this action-packed fighter which attempts to cram all the moves, backdrops, animations and camera angles normally associated with this sort of game onto a cart.

All the fighters are made up of polygons and neatly shaded at that. There are eight characters to choose from along with a pool of over 40 combat moves. Add to this the action replay option and it's time to salivate.

There's no need for this much blood really, is there now?

Pinball on an epic scale. A two-table thrill and no mistake.

RUINER - Late '95

A game system wouldn't be complete without a decent pinball game (that's what Ultimate reckons anyway) and *Ruiner* delivers not one pinball game but two over a total of five tables. There are two options Ruiner, a futuristic table based on a vast array of nuclear weaponry (some sets of flippers are actually missiles) and the other, Tower, is a sort of fantasy horror affair with lots of pictures of spooky zombie women with large breasts.

It's pretty massive by anyone's standards the ball movement is spot on.

ZERO 5 - New Year

Of all the cartridge games in Atari's line-up this seems to be the most intriguing of all. It can be played played either as a strategy game in which you gaily skip around various planets in your mothership dropping your fighter craft for any hostile encounters or, if you're a trigger happy sonofabitch (and who isn't?), you can just go straight for the shooty sections. But the unique part of the game is the graphics. True, they're just polygons, and true they're not the most complex polygons ever, but this shoot-em-up is a 3D one. you can actually spin and rotate allowing you to play from any angle. Cor!

These characters animate when you select them. A nice touch.

It's 3D, and a bit weird. But it's good nevertheless. Keep an eye on this one.

The backdrops are nice in this game, aren't they?

ULTRA VORTEK - Late '95

As if our society, and indeed our game collections, aren't violent enough. Here comes another combat game. However, this one features a special lock-out code to limit the violence if that's what you want. And it's the first Jag game to use a six-button joypad.

Ooh, I don't fancy any of that, thank you.

SKYHAMMER - Late '95

Essentially it's *Doom* in flight. You pilot a 'craft' which is able to not only manoeuvre around the streets of this dramatic and detailed cityscape but can also take off and meander around the tops of huge skyscrapers. Only the graphics are in place at the moment but visually at least this is looking good.

Doom in the air, sort of. Not bad!

And he has a very large gun thing.

This man has very big boots.

DEATHWATCH - Late '95

Another platformer, and one with loads of shooty action, but more importantly, one that has graphics the like of which you've never seen. Just get a load of this beautiful artwork. Thrill to the subtle colours, gasp at the gorgeous textures, go a bit funny in the head at the beautifully designed characters.

PHASE ZERO - Late '95

It's another 3D blaster but this one uses the rather bizarre VOXEL technology (as seen in *Comanche* on the Mega CD) to create smooth, undulating landscapes which make up in slick motion what they lack in clarity. The game's at a very early stage at the moment, but certainly it's all moving fast enough – so with luck we should be in for a treat.

VOXEL graphics at sixty frames per second? Wowzer!

Alt's amazing. And it's not finished, so we'll say no more for now.

POWER DRIVE - Late '95

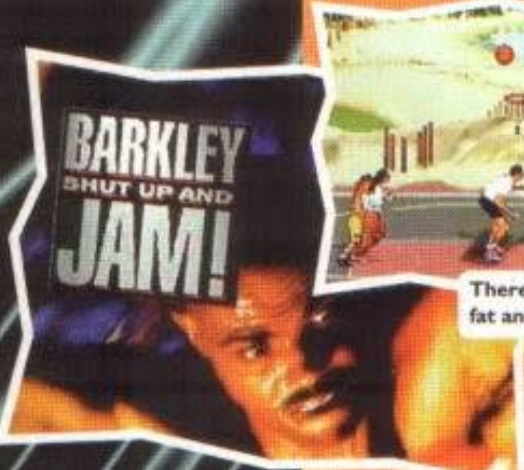
SNES and Mega Drive owners will already be familiar with this one and it's these very people who Atari are looking to convert. On the 16-bit consoles the game was judged only to be quite good, needless to say the Jag version ,in its presentation, has been buffed up shinier than Ollie Reed's nose. Loads of rally courses, neat light-sourced cars, classic viewed-from-above gameplay and heaps of challenge. What you see here is essentially what you get really.

FLIPOUT - Late '95

Yet more strange puzzle action (seems Atari are trying for some kind of world record in weirdness). This time the game takes place on the cheese planet called, not very amusingly, Planet Phromahj. It's no epic but its simplicity is strangely addictive. Look out for it – we were hooked.

CHARLES BARKLEY - Late '95

Even Jag owners will soon be able to Shut Up and Jam with this variation on the 16-bit basketball sim. As with other versions the game this takes a more casual approach to the sport with matches taking place between various groups of homies in a variety of urban and seaside venues. The graphics have been created using video footage of real people so it's got a sort of *MK* with balls look.



DEFENDER 2000 - Late '95

The reason a lot of people sat up and took notice of the Jaguar in the first place was a game called *Tempest 2000*, a super-vamped version of an old classic Atari coin-op. It was created by a llama-loving techno-hippie called Jeff Minter, an eccentric geezer who just happens to be able to churn out the most playable blasters imaginable. This time he's recreated the classic *Defender*. This cart offers three options. There's classic Defender, Defender Plus with enhanced graphics and sound and finally Defender 2000. Younger gamers brought up on *Sonic* and *Ridge Racer* will doubtless wonder what all the fuss is about but those people who know their gaming

PENGUINS - Late '95

Atari's plan is to create a software base that provides solid games right across the genres along with a healthy selection of original ideas too. This is one of those original ideas. You could, if you look hard enough, trace the game's roots back to *Lemmings*, but the link is a little tenuous. Aliens are invading the game world and they've somehow decided to disguise themselves as penguins. In order to make things right you need to ensure that the evil penguins don't 'outweigh' the normal penguins on a huge set of scales called the Doomscale which you'll find on each level. Odd but fun.

GOTCHA - Late '95

Another title that is to further Atari's quest for originality is *Gotcha*. The graphics are odd, very odd. And a bit basic for that matter, but Atari is hopeful (and confident) that the involvingly different four-player gameplay will convince people of its merits.

Looks a bit basic but the four-player option is a hoot.

Super Burnout. A race game that's sort of OK-ish.

SUPER BURN OUT - Late '95

Reviewed in our very last issue this super speedy bike racer scored only 31%. It's actually quite good fun and a couple of years ago would have earned itself a reasonable score for a 16-bit game , but things have moved on a bit now. We're dealing with the future for goodness' sakes.

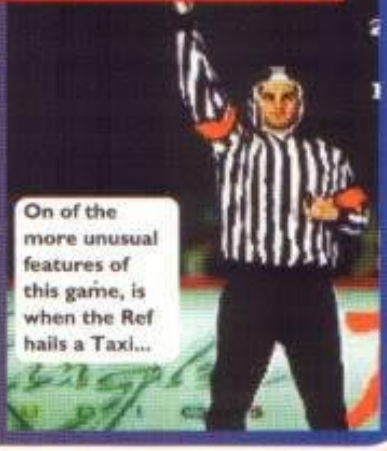
WHITE MEN CAN'T JUMP - Late '95

Reviewed this issue this is not so much based on the film as merely taking the theme (basketball, dummy) and building a mini sport sim around it. The slant is certainly on fun and presumably there will be a few basketball nutters out there who can't resist, but bear in mind we rated it only 35%. Still, every console has its share of average games doesn't it?

White men can jump actually. But only two and a half feet.

BRETT HULL - Late '95

It would be pointless to describe a hockey game to you, but needless to say this has all the stats, facts, figures and tournament options you'd expect from a console ice hockey game. The only noteworthy point is that it features a special camera system which takes advantage of the Jag's capabilities so that the view zooms in and out and pans around depending on what's going on on the ice.



On of the more unusual features of this game, is when the Ref hails a Taxi...

MAX FORCE - New year

There's no game in place as yet but as you can see from the promo shots this is going to be a game based on NERF guns, those toy things with the foam rubber darts. The game should be a sort of *Lethal Enforcers* affair only with NERF guns instead of real ones (sorry, but you'll have to get your blood-lust sated elsewhere Never mind).

BREAKOUT 2000 - Late '95

Shall we launch into an extended rant about how great games used to be and how pump the new stuff is? No, let's not. In fact let's not even spend too much time on this title. It's *Breakout* but done a bit fancy. You either like knocking out bricks with a paddle and a ball or you don't. Simple as that really. All this retro gaming seems to be getting out of hand. Give us new games – we've played this!

3rd PART TIME!

It's all very well churning out your own hardware and software, but for your machine to really do the business you need the support of the vast array of third party software developers. The Jag has plenty of them and over the next two pages we'll be taking a look at four of the juicier third party titles coming your way soon.

Look at that, it gets you all violent and murderous just looking at it!

Sector holds his hands aloft and makes a right old mess of his opponent. Yuk!

Look at all those characters. The screen will have to get bigger for *MK4*.

MK3 - Late '95

It now looks like the Sony PlayStation will get the first Next Gen version of this superb coin-op, but the Jag version won't be too far behind. The way things have been going it's a pretty safe bet that the Jag version will be arcade perfect (but don't quote us on that), so let's take a look at what makes the coin-op, which appeared just four months ago, so gut-wrenchingly good.

The new character line-up was one of the big pullers. For a start the graphics were a lot more stylish and the familiar faces of Jax, Sub Zero, Shang Tsung, Liu Kang, Kung Lao, Sonja, and Kano were endowed with a whole range of new moves and abilities. On top of this, some spunky new arrivals were introduced: Sheeva, Sindel, Stryker, Nightwolf, Sektor and Cyrax are a varied and powerful bunch of characters with a host of fabulous abilities which really lift the game above *MK2*, which itself was pretty damn great.

We all know about the fatalities and babalities of the first two games, but rather than rest on their laurels the Williams team added a vast wodge of new features for the third game. Animalities are now available (pretty self explanatory), there are new characters, a hidden special character, yet more special codes and tricks to discover, a more extensive combo system, backgrounds that you can interact with, a run button and a new difficulty system.

As for *MK*'s trademark violence there are over 30 different fatalities included. Everyone thought the 2D beat-em-up had gone as far as it could with *MK2* but version three is a stunning piece of work in every way with improvements right across the board. Like we said, unless there's some huge disaster the home versions will all be pretty hot. So, next year, if you're serious about combat games, get it!

The graphics in *Rayman* are stupendous. As for the gameplay... it's ultra tough.

RAYMAN - Late '95

This smart-looking new-platformer features some pretty slick animation. The main character is made up of lots of separate bits which sort of move independently of one another (124 different elements apparently) and this gives the animation a very fluid and fairly unusual style. Much of the gameplay is along fairly classic lines, be that a good or a bad thing, but one thing's for sure, every aspect of the game has been treated with love. It's a large game with six worlds to explore each with six areas and *Rayman* is able to collect more and more powers as he progresses through this massive adventure.

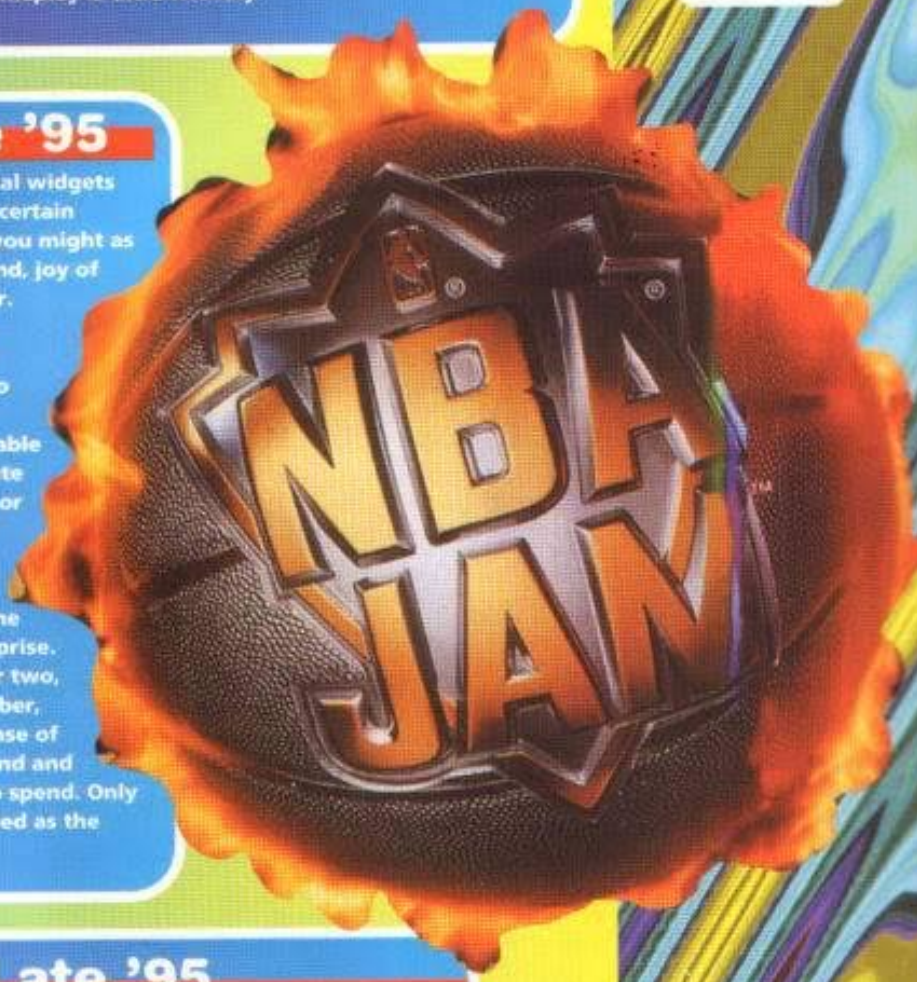
The promotional bumf for the game claims it has 'hilarious humour'. To be brutally frank my sides failed to split but the game certainly contains some of the most pleasing visuals of any platformer and the gameplay is ultra friendly.

Cute as a button is *Rayman*, but this is no kid's game. Not by a long chalk.

NBA JAM TE - Late '95

It matters not a jot how many fancy chips or technical widgets you have stuffed inside your console, there are just certain games that, if they don't appear for your machine, you might as well just forget it. *NBA Jam* is one of those games and, joy of joys, the tournament edition is coming to the Jaguar. It's hard to describe quite what makes the game so stupendous. Certainly the multi-player aspects help considerably. The speed and smoothness of play also add heaps to the action. As for the graphics, well, they're more than adequate but there's an indefineable excitement generated by the thing, and an immediate sense of competition that only a few sports games, or indeed videogames of any sort, manage to achieve.

NBA Jam, the coin-op enjoyed unprecedented success at the time of its release almost two years ago and thankfully due to some slick conversions, the console equivalents also took players utterly by surprise. The tournament edition notched up the fun a peg or two, so when the game appears on the Jaguar in September, any owners of Atari's 64-bit beast who have any sense of self respect will already have their wad firmly in hand and go rushing down to their local games store ready to spend. Only a buffoon could get bored of what has been described as the most sociable video game of all time. It's brilliant.



PITFALL - Late '95

Harking back to one of the old classic platformers on Atari's own 2600 VCS console, this bang-up-to-date remake doesn't particularly boast any real Next Gen features but it does take the classic rope-swinging gameplay of the original and build on it to create a top-notch adventure along the lines of Indy Jones. There's also a secret version of the original 2600 game to be discovered. Every console needs its share of good, solid platformers and this one's more entertaining than most.

This bloke looks like he's got a pine cone up his... well, you know. He looks a bit awkward.

With a flick of his wrist the hero's mighty whip shot forth and did stuff.

CD ROM

With the launch of the Jaguar CD ROM drive Atari enters into another stage of its plans to make a big impact on the market. The add-on represents a massive increase in power which, while not ensuring any leaps in gameplay terms (that all depends on the people who develop the games), will enable the Jag to play host to software that's every bit as amazing as any PC offering and at a fraction of the cost.

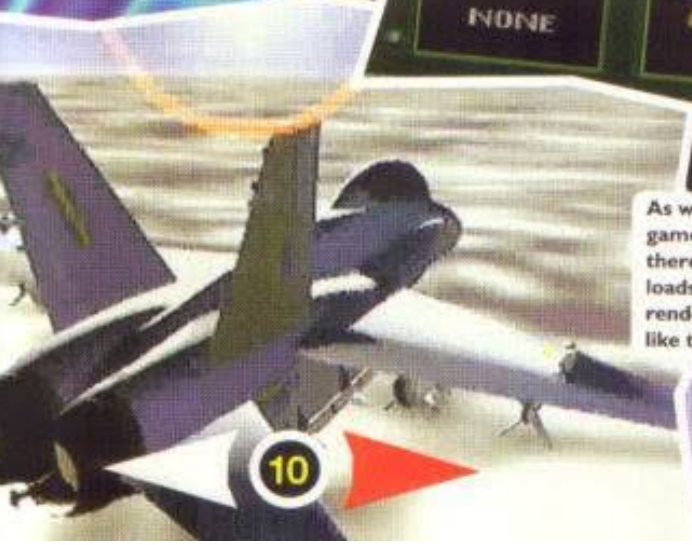
Bundled with the Jag!

BLUE LIGHTNING ●●●●●●

Yes, it's a freebie so no, it's not going to be the most ground-breaking flight simulator ever created for the home market. In fact the truth is, it's a version of a game that appeared on Atari's Lynx hand-held. NO, NO, don't go away! The graphics have been much improved (thank heavens) and there are more missions to be flown this time around. It's a fairly simple affair with you piloting a plane through a series of missions involving blowing up enemy bases and protecting cargo planes and UN troops (how very topical). It's a whole heap better than *Vid Grid*, the other free game with the CD ROM and will, at the very least, keep you occupied for a few days until you can persuade someone to lend you the money to buy one of the top titles in development. Top freebie!

Cor, look at the quality of that! What will they think of next Desmond? Eh?

Choose your plane, tool up, then go and shoot something.



As well as the in-game graphics, there are also loads of fancy rendered bits like this.

You can't beat a good old fashioned air-to-air dog fight. And here's where you'll find one.

Why, Why, Why...

... would you be willing to fork out £150 for a Jaguar CD ROM? Well, only you can answer this ultimately. But here are five reasons that may or may not weigh in its favour:

1. FMV!

It stands for Full Motion Video and it's something that you may not understand but will have become pretty familiar with by now. CDs can store unfeasibly large amounts of data and one use for them is to feed video pictures straight from the CD into your games. Cosmetically at least this means you can now play games with real film footage or complex computer animations rendered on machines costing tens of thousands of pounds. Basically, games look better than ever, and arguably CD has even given birth to a new style of game featuring interactive movie sections.

2. THE VIRTUAL LIGHT MACHINE!

It's an integral part of the CD ROM hardware and it's a light synthesiser which creates elaborate and ever changing patterns of light that move and warp in time with any music CDs you happen to play on the machine. So now you can slap on your *Orb* CDs and enjoy a psychedelic experience without having to eat a bucket-load of sherry trifle. Phew – that's a relief!

3. MPEG!

It stands for Motion Picture Experts Group but what it really means is that you'll be able to buy a cart for your Jag which enables you to watch movies on your new CD player. The format isn't perfect but users of Philips' CD-i will tell you that a system which gives you movies on disc with better picture quality than VHS cassettes, no deterioration of picture quality over repeated plays and CD quality sound is the way forward. Movies on CD have yet to take off in truly massive way but certainly, with the much improved MPEG2 only a relatively short time off, it's conceivable that this is the way we'll all be watching all our movies before long. If you like your gadgets, then you can experience MPEG sooner, rather than later with the Jag CD.

4. FREE GAMES!

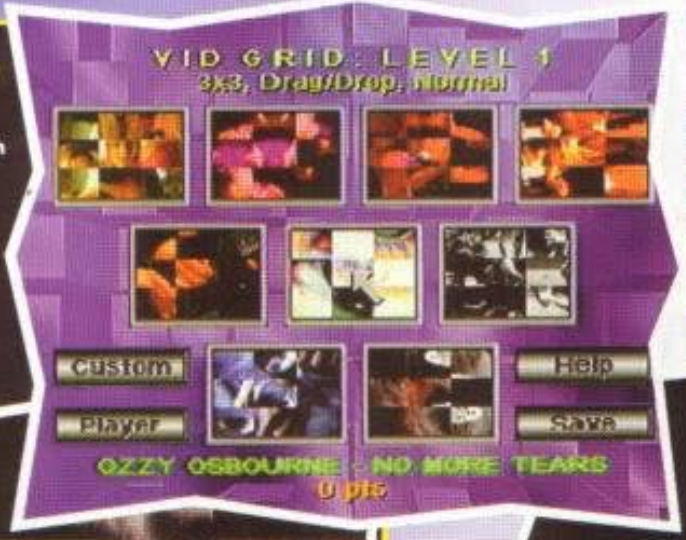
Vid Grid and *Blue Lightning* come free with the CD ROM. While some companies are happy to ship out stand-alone consoles with no free software to keep the cost down, the Jag CD ROM gives you two titles. We'll be honest and say they're not exactly going to change the face of gaming, but at least on the day you buy the machine you'll be able to do something with it.

5. A READY-MADE STACK OF TITLES!

When the Jag CD ROM hits the streets (or shortly thereafter) there'll be a stack of CD titles all ready and waiting for you to buy. And they're not your 'haven't-got-the-hang-of-the-system-yet-so-they're-a-bit-crap' sort of games. Nope, many are top-flight titles that have already proven their worth on existing CD systems. And they're all featured over the next few pages.

VID GRID

We're not going to recommend this game, but then, we don't have to because it's a freebie with the CD ROM. It's a curiously tedious little game but it's good to while away a few minutes. There's a selection of rock videos to choose from and various game options. The video starts playing and the picture gets all jumbled up (like those little plastic sliding puzzles you can get).You then have to try to reconstruct the picture before the video finishes. It's a bit on the tough side because the pictures are constantly moving but eventually you'll get to know the videos and get to see the full picture. Ho hum.



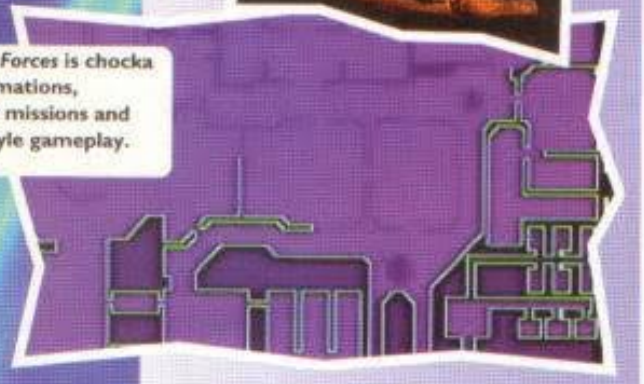
Choose your rock-mongous video from a list of literally, ooh,

Try fruitlessly to put the picture back together while the thing is still flashing around all over the

At last, done it. And what a treat the end result is eh? Supoib.

VARUNA'S FORCES - Late '95

Setting aside the gameplay aspects at this stage, *Varuna's Forces* is the game that's going to give Jag CD owners a taste of what CD ROM is all about. It's a complex game serving up a series of tough missions, all of which are illustrated, and atmospherically 'beefed-up' using some stunning pre-rendered 3D animation sequences. The game's a bit of an epic frankly so you'll have to wait for the Ultimate review to find out about the meat. In the mean-time enjoy these piccies.



Varuna's Forces is chocka with animations, complex missions and *Doom*-style gameplay.

HIGHLANDER - Late '95

Not based directly on the film but on a TV cartoon offshoot this decidedly Japanese adventure – featuring lots of anime sequences – centres around the adventures of Quentin MacLeod, an immortal warrior whose aim it is to protect the world from an evil immortal called Kortan. The game contains many scenes complete with dialogue from the cartoon series which fill in the plot around this action adventure.

The original *Highlander* film was a big success and despite the appaling nature of the two sequels the *Highlander* scenario has given rise to live action TV shows and this cartoon. Hmm.

CREATURE SHOCK - Late '95

A bit on the vapourous side in gameplay terms. In fact, you probably have more directional freedom on an Inter City 125 than in this very linear shooter, but the big plus point of *Creature Shock* is its stiflingly claustrophobic atmosphere. Much of the action takes place in cramped corridors and dark chambers containing partially illuminated monsters on a massive scale. It's hard to describe the effect, and indeed, the lack of any real meat to the gameplay meant the game didn't get any massive critical acclaim. And it's true to say that any wonderment you experience will be fairly short-lived. On the upside – it's very spooksome.

But the monster are well-spooky and the whole game's really atmospheric.

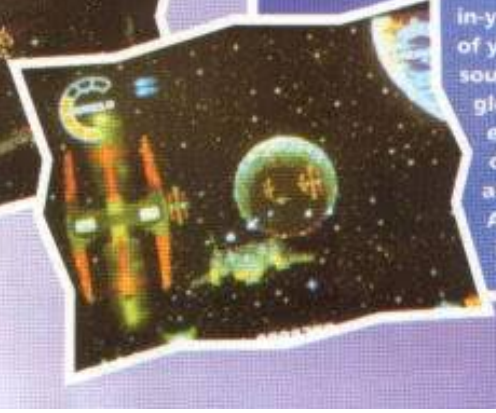
It's all pre-rendered so there not much freedom of movement.

SOUL STAR - Late '95

Core Design isn't necessarily a name that you'll know, but it is a company that as much as anything else, took Sega's Mega CD and showed exactly what it could do, more often than not far exceeding everyone's expectations. It's expertise was particularly apparent in a game called *Soul Star* so it's no bad thing that the Jaguar is to play host to its own version of this super 3D shooter.

The game has no pretensions of being anything other that a straightforward blast-anything-that-moves affair but the fast moving 3D visuals make it so in-yer-face it almost forces its way out the back of your head – and it plays like a dream. The sound effects and thumping soundtracks (all in glorious CD quality) lift the experience that extra notch. It may not have the high profile of id's *Doom*, but as Mega CD owners will already testify, this is a very special game. And it should be all the more special taking into account the Jaguar's extra power.

Core Design know what they're doing so this should be a corker!



PRIMAL RAGE - Late '95

Although not quite up there with the *Mortal Kombat 3* coin-op *Primal Rage* was still a massively successful coin-guzzler with its unique stop-frame animated monsters and blood-thirsty brutality. The game is set to do the rounds on most console formats and of course the power of the Jag means that this version should be one of the more complete and accurate of the whole lot. Hoorah!

We've been playing the coin-op here at Ultimate over the last month (we were loaned one would you believe?) so we're all gagging to see how well the home version performs. The version we've seen is unfinished but all the characters, such as Blizzard, Sauron and all those other razor-toothed monstrosities, are in there and it looks like the visuals are spot on. If all goes well this should be a winner.

One of the stop motion models used in the game. Harry hausentastic mate!

BATTLEMORPH - Late '95

Cybermorph was the first game to really show off the raw polygon generating capabilities of the Jaguar. It was received fairly well but many griped that it wasn't nearly action-packed enough. These grievances have been taken into account for the CD sequel and *Battlemorph* is a meatier game altogether. The graphics have of course benefited in the time that has elapsed since the first one was created and this time around your battle vehicle, The War Griffon, can morph into a fighter, a tank and an amphibious vehicle (you can actually dive from the sky directly into water). Should be a goody.

Carries on where *Cybermorph* left off. And it's got far more action in it.

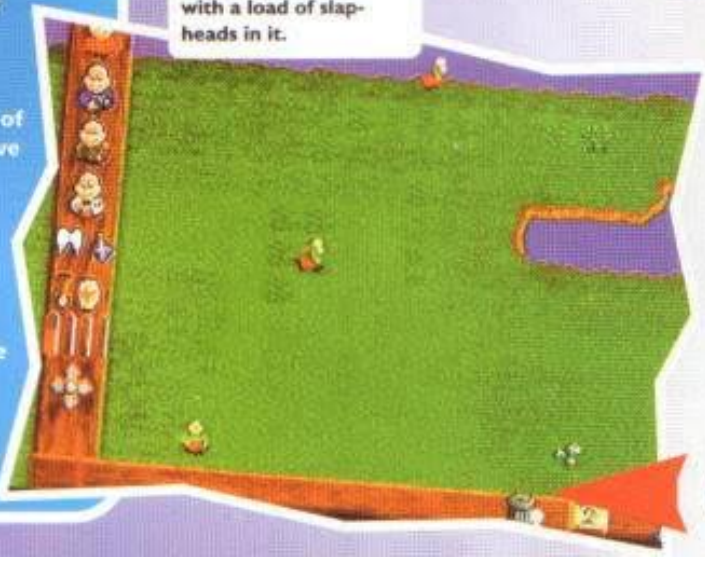
MYST - Late '95

Another PC game gets converted to the Jag thanks to the CD ROM drive. Like *Creature Shock* this game is very reliant on computer rendered graphics but offers much more freedom of movement. Obviously the atmospheric scenes don't lend themselves to action but this adventure relies on mystery and fantastic landscapes to create an involving and satisfying challenge that has its roots in point-and-click adventuring. Gorgeous.

BALDIES - Late '95

Many will find it hard to stifle a yawn, but let's face it, which game system would be complete without a God sim? Taking the lead from games like *Populous* and *Powermonger* you take control of a group of short, fat, bald geezers with which you have to create a successful society and defeat groups of other like-minded (and equally bald) societies.

Each Baldy has a unique ability such as workers, builders, soldiers and scientists but to be honest, outside their chosen field, they're all a bit thick. Oh, and they're partially blind too. Anyway, what you need to do is get each type of Baldy working efficiently in order to help each other out so they can thrive. Simple.



Baldies is essentially a rather good God sim with a load of slap-heads in it.

Myst is about as atmospheric an experience as you're ever likely to find.

THE FUT

Not content with simply pushing the Jag and its sizeable games catalogue, Atari is surging forward with all manner of projects for the near and not so near future. We know about the games, we know about the CD ROM, but that's just the tip of the iceberg.

IMMERSE YOURSELF!

You may have heard of Atari's plans to develop a VR headset for the Jag. Surprisingly, as a result of its work with arcade VR company Virtuality, the system is all but finished and will be shown to the computer press towards the end of the year. This will be the first affordable home VR system to feature full motion tracking (when you move your head, the image before your eyes moves accordingly) and should come in at around the £350 mark.

Currently, the only home 3D experience you can have is Nintendo's rather limited Virtual Boy – which features only a stereoscopic slant on more traditional games, or one of the available PC VR headsets costing many hundreds of pounds. You may mock if you like but bearing in mind the polygon processing power of the Jag plus the vast experience of Virtuality, it could be that the Jag VR system will turn in a more than respectable performance and silence at least some of the machine's current critics.

The first game to appear on the VR system is *Missile Command*. It's a solid 3D version of the old arcade classic and while the gameplay has been only slightly updated, the 3D angle works well to convey the possibilities of future VR titles. The player looks down at his bases from an elevated position. From here you can see missiles dropping down to attack. By moving your head around you can pinpoint the attacks and destroy the missiles accordingly. Also, there's a series of attacking ships which meander around the screen flying, on occasion, right towards your face – another feature which should make the very most of the VR experience. The version we saw was running at a respectable speed and some of the detail was surprisingly good considering the amount of processing power needed to create a true 3D image.

Commander Blood. Space thrills galore

Dunno about you, but this looks pretty good to us.

FOUR'S COMPANY!

Atari firmly believes (as does any gamer with an ounce of sense) that multi-player games are the way forward. It is with this in mind that the gamelink cable is all ready to hit the public full in the face. Linking two separate Jags together it has already shown its considerable worth on the brilliant *Doom* head-to-head. Development is already advanced on the CatBox, an adapter which will enable four players to shove their pads into a Jag at once. So for Jag owners who have so far felt a little bit lonely with their console, never fear, you'll soon be able to enjoy the unbeatable experience of a beery night in with four of your mates – a-whooping and a-hollering at one of the many four-player games due for release. Add to this the faint rumblings that a netlink enabling Jag owners to gain access to the booming Internet frenzy is on its way and you're beginning to look at a machine that's a bit of a Jack of all trades.

URE

Left: Let's hope the CD version of *Hover Strike* is an improvement.

Above and right: Two more classics, *Space War* and *Dragon's Lair*, hit the Jaguar.

Below: Sly goes all serious in the up 'n' coming *Demolition Man*.

POWER-UP!

They've gone development bonkers over at Atari. As well as the peripherals mentioned so far, Atari is also working on a new Jaguar. Details are scarce at the moment (in truth, the details are non-existent), but like 3DO before it, Atari have seen what it has done, seen that it is good, but decided that it can be even better. In all probability there won't be any solid news on the Jag 2 until well into the new year, but if nothing else this is a strong indication of Atari's belief in their product and a reassurance to all the people who currently own a Jag that not only is their hardware being supported, but is being pushed forward at a cracking rate.

MORE GAMES...

Keep a close eye on your favourite console mag (that's Ultimate, obviously) for up 'n' coming news of the following: *Dragon's Lair*, *Demolition Man*, *Spacewar 2000* and *Commander Blood*.

CD ROM ahoy! And all for the bargain price of, well, less than anything else out there.

Magazine Previews

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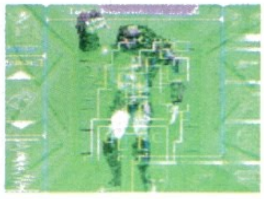
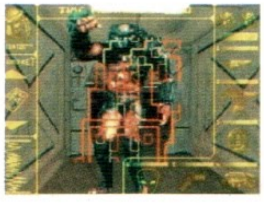
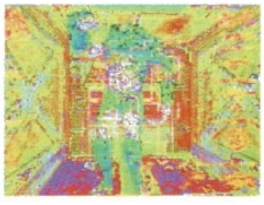
Aliens Vs Predator

Can *Aliens Vs Predator* compensate for the Jaguar's monstrous lack of software? **Edge** tracks it down







The Predator has three modes of vision: (from top) normal, night vision and crazy psychedelic, daddio

Format:	**Jaguar**
Publisher:	**Atari**
Developer:	**Rebellion**
Release date:	**April**
Size:	**1 CD**
Origin:	**UK**

Movie-licensed games have historically been a poor bunch. Rarely has a game brandishing a film logo managed to capture the excitement of its silver-screen counterpart. But, oddly, the film licence genre continues to be one of the most lucrative avenues for software publishers to take.

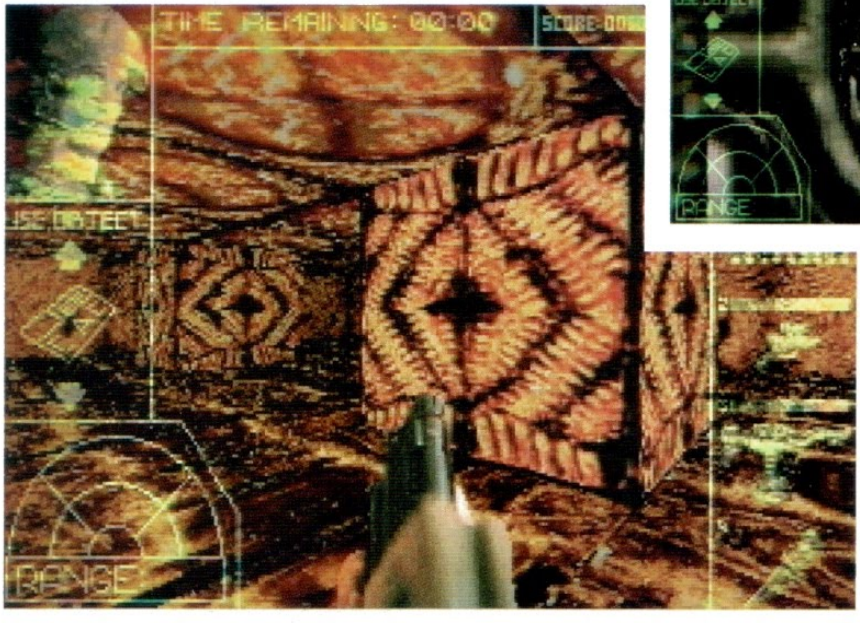
Oxford-based Jaguar developers Rebellion Software have joined the growing film-licence brigade. But their effort, *Aliens Vs Predator*, is a genuine attempt to overcome the stigma attached to games of this type – and, in the process, give Atari's 64bit machine a boost.

Instead of taking the usual platform/beat 'em up approach normally associated with film-licensed games, Rebellion have chosen to go for a firstperson action/adventure game. And in doing so, they have set a graphical standard by which other Jaguar releases will be judged. Speed-wise, the 3D corridor graphics in *Aliens Vs Predator* are no real improvement on Id Software's *Doom*, running on a DX2 PC. But the texture-mapped effects have a finer and more defined look about them. Everything is depth-cued, too: objects fade into and out of the screen smoothly and convincingly.

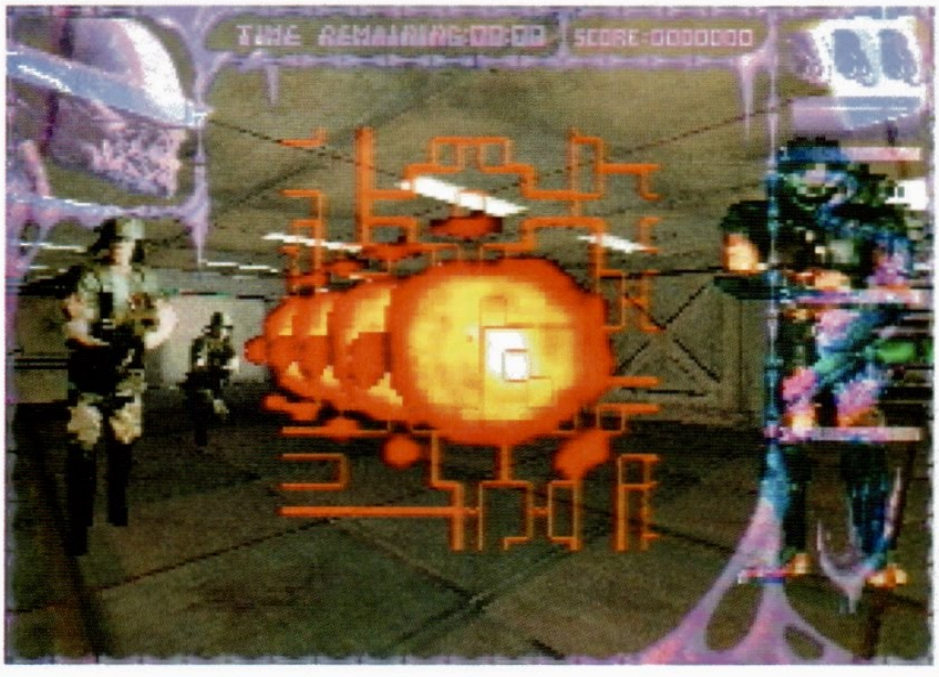
Jason Kingsley, Rebellion Software's creative director, reckons this is just a taster of what the Jaguar is capable of: 'Although we've got *Aliens Vs Predator* running in 16bit colour [65,000 colours onscreen], the Jaguar does have a true-colour mode which can display over 16 million colours. Trouble is, this eats up lots of processing speed.'

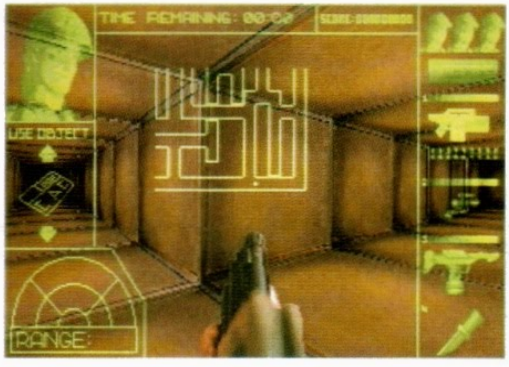
Jason adds that instead of drawing the

Rebellion have set a graphical standard by which other Jaguar releases will be judged



***AVP* comprises 12 levels, allowing you inside both the Predator ship (main) and the Alien vessel (inset). As you can see, neither race is big on interior design**





***AVP* characters can access level maps which, like a head-up display, hover in the middle of the screen (top right). If the display panel isn't needed it can be faded out (bottom)**

background graphics onscreen (a laborious and time consuming process), they elected to make physical models of the corridors and various parts of the ship's interior. These models were then photographed and digitised into the game proper.

'It took seven months to set up our Advance Texture Manipulation programme,' Jason explains, 'but after it was set up, we could texture map all the bitmapped images with ease.'

Unlike *Doom*, *Aliens Vs Predator* is more than just an attractive 3D shoot 'em up. Rebellion have added another dimension to the play mechanics by giving the player a choice of three characters to control: a Colonial Marine, an Alien, or a Predator. Each character has a mission: for example, the Marine has to rescue survivors and set the base to self-destruct. And each character moves and responds in a different way.

Jason explains: 'It's something we've worked really hard on. We're trying to give each character their own personalities, their own inertia. So, if you play as the Predator, the screen will bounce a lot as you run through the corridors. He will take some time to get to his top speed, and slowing down won't be instant. But his armoury more than makes up for any of his physical deficiencies.'

Sound also plays a big part in creating the right atmosphere for this type of game. The visuals in *Aliens Vs Predator* may provide the requisite dark and sinister environment, but the sound has to add another dimension. The team hope to use samples from the movies in the game, but sadly, it looks like memory restrictions may get in the way: 'We're hoping to utilise the samples we've gathered, but we'll have to wait and see if we have enough room,' says Jason.

Let's hope they don't take too much time finding out – *Aliens Vs Predator* is due for April release. Check out Testscreen in a future issue of **Edge** for the full review.

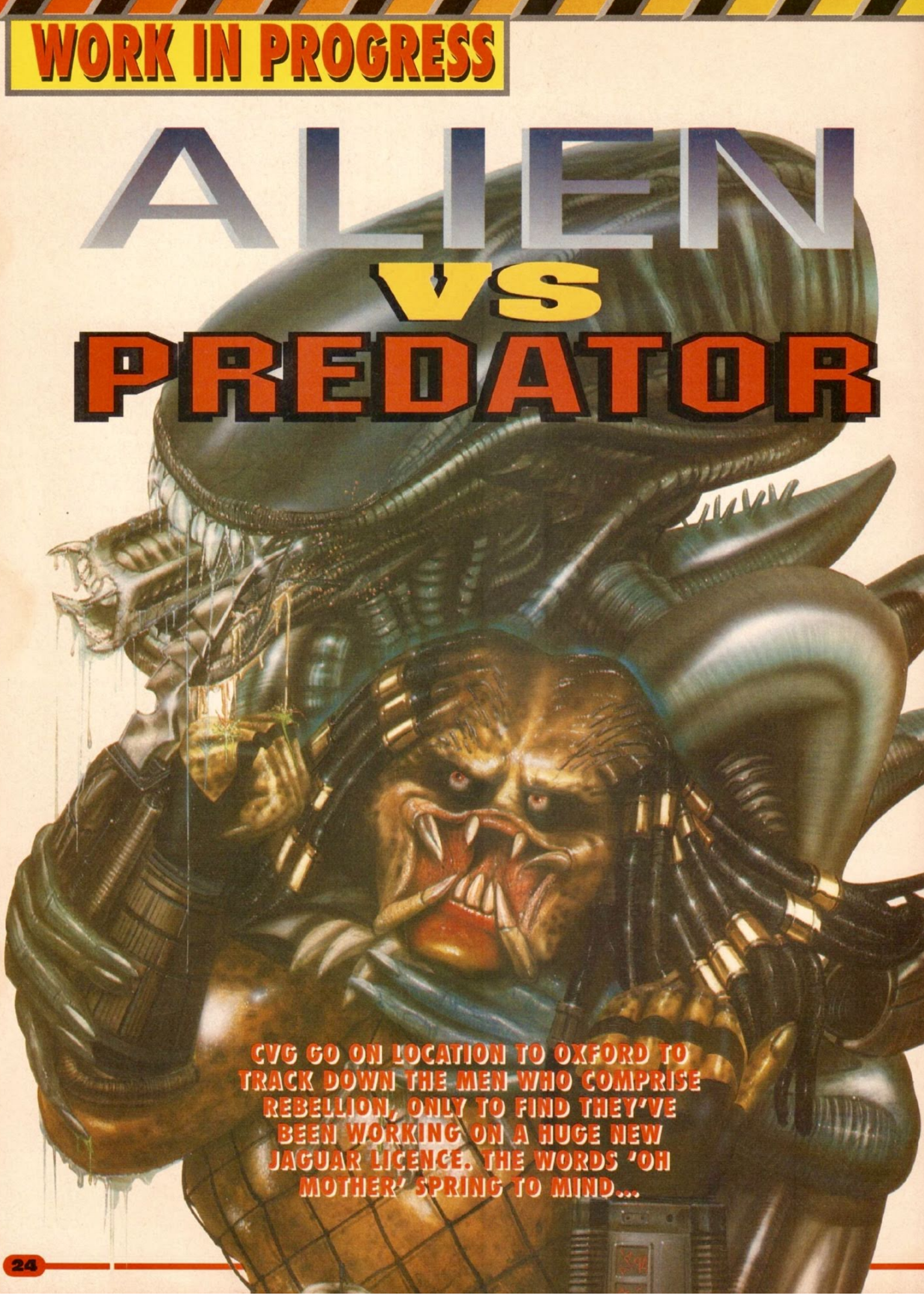
This is the source of the Alien infestation. These eggs started life as a latex model, which was photographed and digitised into a bitmap graphic. Nothing a pulse rifle can't deal with...

Credits

Creative Director: Jason Kingsley
Programmer: Mike Beaton
Programmer: Andrew Whittaker
Graphics: Tony Harrison-Banfield
Graphics: Stuart Wilson
Sound: Chris Kingsley

The characters in *Aliens Vs Predator* each have around 70 frames of animation

ALIEN VS PREDATOR



CVG GO ON LOCATION TO OXFORD TO TRACK DOWN THE MEN WHO COMPRISE REBELLION, ONLY TO FIND THEY'VE BEEN WORKING ON A HUGE NEW JAGUAR LICENCE. THE WORDS 'OH MOTHER' SPRING TO MIND...

AvP FACTS

Machine: Jaguar
Out: March (provisional)
Producers: Rebellion
Team: Jason Kingsley (Producer), Andrew Whittaker (Alien Intelligence), Toby Banfield (Graphics), Stuart Wilson (Graphics) Justin Rae, Rob Dibley and Mike Beaton (Coding).

Yes the bitch is back, and facing an opponent almost as formidable as Sigourney Weaver.

In the outskirts of Oxford something big is happening. Two of the most ferocious aliens ever to hit the big screen are about to take on the human race in an entirely new breed of game.

Development house, Rebellion, is working on what is undoubtedly one of the biggest licences ever to hit a home computer, Alien vs Predator. This impressive licence is for an equally impressive system, the Jaguar, a machine Rebellion head-honcho Jason Kingsley can't enthuse enough about. "With Alien vs Predator we've got a game which has the Jaguar easily matching the performance of a '486 DX2 66Mhz PC." More impressive is that the Jag costs a fifth of the price of a decent PC.

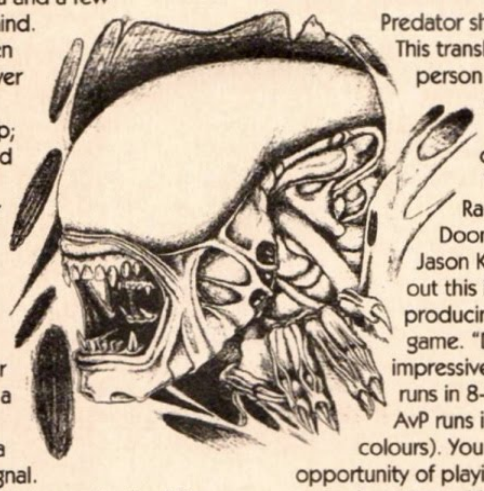
21st Century game

Even before the character intelligence routines had been included, the game was attracting plenty of interest. At the CES it pulled crowds to the Jaguar stand where Kinsgley and Co had to fend off questions such as "So it's running on video, is it?" The fact was what they were seeing was the real Mcoy. "We're very pleased with AvP so far," says Kingsley, "especially because we've achieved so much in only nine months. When we showed the game to 20th Century Fox at the CES they were really impressed. I think that up until now no-one has really done justice to its licences."

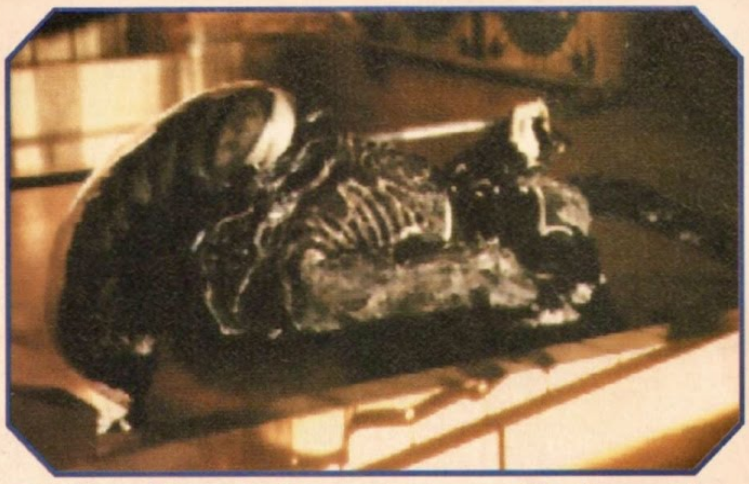
The plot is simple, and you can't help but get the feeling that if 20th Century Fox decide to unite Aliens with Predator on the big screen, this would be the best way to do it.

How many colours?

The game is set predominately inside a marine base, where most of the troops have gone off on exercise, leaving you and a few mates behind. That's when you discover an abandoned ship; abandoned that is except for the aliens, who are released into the base. After getting to a safe area you send a distress signal. Fortunately your marine buddies pick it up, but so does a passing Predator ship...



This translates into a first-person perspective shoot-'em-up, along the lines of games such as Terminator Rampage and Doom, although as Jason Kingsley points out this isn't a case of producing a similar game. "Doom is certainly impressive, but that only runs in 8-bit colour mode, AvP runs in 16-bit (65,000 colours). You also have the opportunity of playing the three main characters which gives the game even more lasting appeal."



Rebellion's Alien Vs Predator on the Jaguar will look as good as anything on a 486 DX2 66MHz PC.

There's certainly plenty of storage room to play with. Although Jag cartridges have a similar storage capacity to normal SNES and Mega Drive carts, special compression routines allow more to be crammed on. In the case of AvP it's a 2Mb (16M-bit) cart with around 40Mb (112M-bits) squeezed on.

Let's go ape

All this room has been put to good use. The game is set over seven levels of Marine base, two on the Predator ship and one in the Alien craft. Elements have been borrowed from the movies for the various scenes, such as the Med-lab in the base and the egg room, ☛

MODEL GRAPHICS

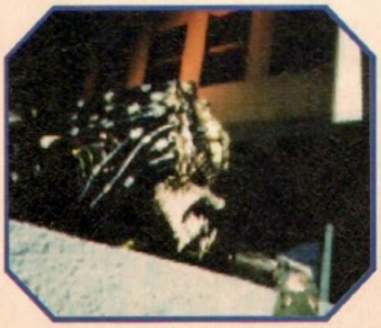
With the characters all being drawn in 3D, the graphics team needed to come up with a way of making them look convincing from all angles. In the end they opted to use models, which are photographed, scanned in and then retouched before being dropped into the game. The models are a mixture of off-the shelf kits and custom-made figures.

A similar system has been used for the backdrops. The walls, ceilings and floors are made up from tiles which were first made out of wax and resin and then digitised and overlaid on the backgrounds. The technique used to map the graphics on to the background is similar to texture mapping on the PC, which has become common place in the last 12 months. Rebellion calls its version Advance Texture Manipulation, which allows fast graphics movement in high resolution mode. In this case that means 64,000 colours on screen at once. The resulting 3D effect is astounding, especially when your character moves sideways.

First a resin and femo model of Predator is built, photographed against a plain background and then picture scanned into a PC. Then it's a case of cutting out the image and calculating various facets such as light sources.

The next part of translating the Predator from film to computer is the backdrop. Nearly all of them start off life like this. The yellow panel is actually made out of wax to give it a translucent look, which will form the walls of the Predator ship.

This is a model which will feature in Rebellion's Dungeon, a Jaguar game due for release later this year. It's a Dungeons & Dragons adventure featuring all manner of ghoulish critters that are after your flesh.



Rebellion believes in the 'method' way of programming. This is one of the team getting into a role.

WORK IN PROGRESS

where you can go crazy-ape with your flame thrower – just like Ripley did in Aliens.

From what we've seen, Alien vs Predator could do for the Jaguar what Sonic did for the Mega Drive. Even though the version we saw was at least a month from completion it's clear to see that this game is going to be something special.

The game's characters all have different tasks and different weapons at their disposal.

65,000 colours and 40Mb of game – could AvP set the standard for the Jaguar?

Your mission, as a top marine, is to take care of the Predator, kill the queen alien, make acidic crunchy mincemeat out of her drones and rescue all your marine mates before the face huggers get them. For this you have access to all the neat weapons from the film, ranging from the totally ace pulse rifles and flame throwers the rather puny pistol and knife they've included an 'honour' points system. Basically if you attack something that isn't armed or isn't a direct threat to you, points are deducted.

Keep up that sort of behaviour and you'll be kicked out of the tribe. You ultimate aim is to claim the head of the Queen Alien in one-on-one combat.

Predator

The biggest problem Rebellion had with including the Predator is that, basically, he's death on legs. Having loads of high-tech weapons plus and invisibility gadget means he'd make short work out of the marines and the aliens. To get around this

Alien

Despite their fearsome film presence, the Aliens in the game start out disadvantaged. Without ranged weapons they might be helpless compared to the marines and the lethal Predator. But this has been remedied, with the Aliens being able to run twice as fast as any of the other characters and use air ducts. So basically they can find out where a character is heading and get there before and lie in wait. Their mode of attack is short and violent; like in the acid-spewing Aliens use jaws, hands, tails, or a lethal combination of all the above.

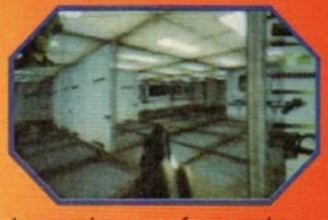
All the ingredients you need to create your very own version Alien vs Predator. Wax, a gas burner, several bits of multi-coloured Lego, a few books and some models. Oh, and of course, programmers, artists and several thousand pounds worth of development machine.

A Predator's-eye view. As in the movies, he has several different displays which come in handy for particular situations. He's also kitted out with all the necessary tools of the trade, including a cannon, net gun and the rather deadly boomerang which sliced Gary Busey in half in Predator 2, film fans.

COMIC CAPERS

Alien vs Predator the game isn't the first time these two have gone head-to-head, 1992 saw them thrashing the hell out of each other courtesy of Dark Horse Comics. The storyline was basically an excuse for an ultra-action slug-fest, with the Predator landing on an alien-infested planet where a small band of humans are struggling for survival. What it boils down to is the Predator is after the aliens, the aliens after the humans and the humans after everyone. Keep an eye out for the Predator's latest Dark Horse comic outing where he squares off against Robocop.

Med-lab is a dangerous place to hang around. Fortunately there's usually several inches of glass between you and the aliens. The face huggers behave just as they did in the movies, scuttling across the floor then leaping. You have to move fast to shoot them.



As a marine one of your only advantages is access to the armouries. The Aliens aren't bright enough to use weapons and the Predator is hard enough already. If you don't keep a note of their location you're liable to run out of ammunition leaving you wielding just a knife, which isn't the best weapon to attack an alien with.

Doors don't open automatically, which can really slow you down if you're running from an alien, and not all doors have convenient glass windows. Often there's no way to tell what's on the other side other than to open them.

This is has to be one of the highlights of the game – the alien egg room. Get too close to an egg and it slowly opens, at which point you'd better start shooting – or you'll find yourself wearing a face mask which isn't very easy to get rid of.

Sound effects for doors, guns, the aliens, the Predator and many other features are being sampled straight from the appropriate films. Rather than opt for background music, Rebellion has decided to put the Jaguar's sound processor to use, churning out atmospheric background effects.

If you're a marine, the Predator is your greatest worry. If you're unarmed and run away without bothering him you should be OK; but if you decide to attack you could end up as the latest addition to his trophy cabinet.

ALIEN VS

Alien vs Predator, the Jaguar's much-hyped 3D texture-mapped extravaganza, is almost complete. Andy Nuttall spoke to Rebellion Software about their first Jag creation

● The Predator's a large chap who, when invisible, can't use any of his super-duper weapons. So he just kills you with a gutting knife instead.

At long last, Jaguar gaming is getting the chance that it so rightly deserves. The excellent *Tempest 2000* (which we previewed in the last issue of *STF*) started the trend, which is continued here with the equally great *Alien vs Predator* from Rebellion Software.

Based around characters and scenarios from the two films of the same name, *Alien vs Predator (AvP)* is a 3D texture-mapped game in the style of the recent PC game *Doom* which, incidentally, is also being programmed for the Jaguar. Texture-mapping is a method of digitising an image, and projecting it onto a 3D vector polygon. So, out are the solid 3D shapes as seen in *Elite 2*, *Cybercon 3* and the rest; in are beautifully-textured 3D walls, floors, ceilings and control panels.

● The Head-up display (HUD) of each character provides information about the surroundings. An on-screen map like this can be switched on at any time which, cleverly, doesn't interfere with gameplay.

The Colonial space station, which *AvP* is based around, is split into five different levels, each of which is accessed via a lift. There are two other special levels, corresponding to both the Alien spaceship and the Predator spaceship, making a vast total of seven, and we're talking huge, huge levels here. You can be any of three characters: an Alien, the Predator, or a Colonial Marine. Each character has its own specific set of missions, and things that it can and can't do. "*AvP* is specifically designed in terms of areas," Jason Kingsley, Rebellion's Creative Director, told us. "That way we've made it less linear, because you don't have to complete one task or mission before moving on to the next."

"The Colonial space station, which *AvP* is based around, is split into five different levels, each of which is accessed via a lift"

This is a particularly important feature, because it means that if you get stuck or hemmed in, you can go off and try something else instead. The weaponry is obviously an important point in any game involving Aliens. Rebellion's attention to detail

● The first *Alien* film came out in 1979 and featured just one alien hunting down the crew of the Nostromo. It was widely acclaimed as being a landmark in science fiction film history.

MODEL CITIZENS

To create the amazingly realistic images of Aliens, Predators and Colonial Marines in *AvP*, Rebellion digitised scale models of the characters which they bought from their local model shop.

"Some of them are digitised, and some are hand drawn," Jason Kingsley of Rebellion told us. "It's very important to the licence holders, 20th Century Fox, that their characters are well-represented in the game. We used the commercially-available plastic models of the characters, which we painted to a very high standard for an authentic look.

"They're physically-animated, and then digitised," Jason continues. "It's quite nice, but it takes a bit longer. All the characters are done this way – luckily, aliens and predators are readily available!" *Alien vs Predator* is due for release in the States in late March, so you should be able to get your hands on a copy soon, and see the excellent character animation yourself. Expect a full review in a couple of issues' time.

● The fully-mobile Predator model, as you can see, is a commercially available model, painted with care and then propped up on a stand-and-clamp. Each frame of movement is then digitised, and the resulting code imported into *AvP*.

● Don't worry – this zombie isn't part of the *AvP* setup. It's actually taken from Rebellion's next game, *Dungeon*, a variation on the *Dungeon Master* genre.

PREDATOR

● 3D polygons as used in *AvP* give you an inkling of what's possible with the Jaguar. Not only are the textures realistic, but the wall shapes are authentic.

shows in that they have considered the balance of the weaponry. After all, Aliens don't carry guns.

Jason again: "The Alien doesn't have any weapons as such, apart from his teeth and his tail, so one of the problems we had was with the game balance. If you're playing the Alien, and everybody else has got guns, how the hell are you going to compete with them? To combat that, the Alien moves twice as quickly as the other characters."

The Predator, just like in the film, has got some amazing weapons which don't require ammunition, so he can easily kill all the other characters. To make it work for the player, again to balance the game, you lose points if you kill things when you're invisible. Rebellion have built a code of honour system into the Predator character, which means that he loses honour points if he uses his superweapons to kill.

To further enhance the game, if you play the Predator you can switch between different views of the game. As in *Predator 2*, the character is equipped with four viewing techniques: heat-seeking, infra-red, ultra-violet and sonar. This means that while the Predator can't see things as they really appear, he can see movement in the dark and spot differences in temperature depending on the selected view.

"Playing as the Predator it's possible to complete the game, but lose," Jason told us. "You become an outcast from your race because you cheated. The player won't realise that until they see that they've got minus points because they've been wandering around invisibly and shooting everything."

"AvP's map is vast, with around 14MBytes of code, compressed down using the Jaguar's hardware compression"

ALIEN IN CHARGE

In the film *Aliens*, the fully-grown Aliens scurried around in packs. The Rebellion boys considered the option of controlling more than one Alien in their game, but found that it would be too difficult. "We couldn't work out a good way of enabling the player to play several Aliens at once without changing the game structure," says Jason. "So, you control one, and it can charge around really quickly. You have to start from a particular area of the map – the Alien's lair – but we haven't really refined that area of the game yet."

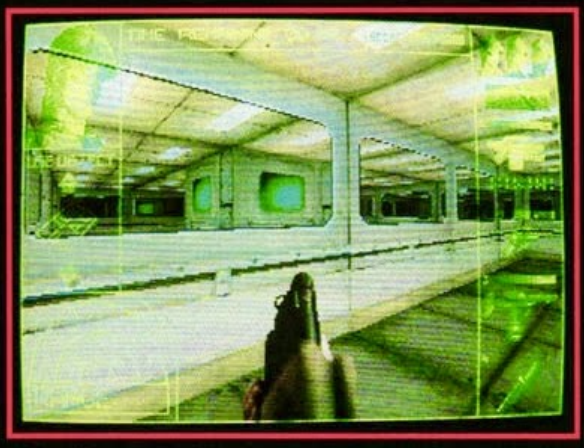
● The great thing about the Jag, Rebellion reckon, is that you're not limited by colour. You can basically choose anything you want, like this pretty refuse chute, and Jag handles it happily.

Importantly, Rebellion feel that it would be annoying to have to go back to the beginning again when you're playing an Alien. They're considering making a number of start points around the space station, with Aliens strategically placed which go into a quiescent phase if you're not actually using them.

● The first link between aliens and predators was in the film *Predator 2* where there was an alien skull on display in the trophy room of the predators' spaceship under Los Angeles.

● Grim Reaper's also from *Dungeon*, a game which Jason Kingsley describes as "more impressive each time he sees it." Apparently it's significantly more advanced than *AvP* - we shall see.

● The unlikely combination of all three characters would never normally be seen in the same shot. Except for the game *Mutant Zombie Scythe-wielding Predators from Mars*, that is. But that's a secret.



● Rebellion have really gone to town with the functions of the space station - many of the doors and windows feature a glass effect so you can see but not walk through them.

AvP's map is vast, with around 112MBits (14MBytes) of code in total, compressed down using the Jaguar's hardware compression. There are three different games in there, as well – from the point of view of a Marine, as a Predator, or an Alien.

"Depending on which you play, the scenario is flipped on its head," says Jason. "If you play the Alien character, you have to rescue the queen who has been captured by the Predator. If you play the Marine, you have to rescue your buddies and set the self-destruct sequence. If you play as the Predator, you have to capture the queen's head, and fight really well.

"The Marine player starts in the middle, and you can go up or down. The Predator ship's docked at the top of the space station, and the Alien's at the bottom. So, the Predator player starts at the top and works his way down, and the Alien player starts low and works upwards. We're hoping that this gives the game a hell of a lot of value."

● He does, however, have one definite advantage. Any Marines he captures are taken back to base and "altered," creating another Alien. This adds to your number of lives - so who needs weapons, eh?

"It's quite a strategic game. If you're a Marine, say, you only have 99 rounds of ammunition – so you have to find an armoury to get some more. A good idea is to clear areas as you move, closing doors behind you so you know that certain areas are rid of enemies. Also, you know that Aliens can't open doors so you can't be jumped on from behind."

● Just a thought: how does a predator collect the skull of an alien as a trophy if an alien's blood is made of acid? Answers on a postcard please to the usual address.

SEEDY PCs?

AvP's texture-mapped graphics and 16-bit sound would slow a lesser console down to a crawl, but not the Jaguar. Jason again: "Jaguar's a fast machine – it's in the league of a fast 486 PC. It enables us to do really interesting things, such as the texture-mapping in 16-bit colour." 16-bit colour is equivalent to 65,536 different colours on-screen at any one time – chosen from a palette of 16.7 million. "And you can do things like create transparent objects," continues Jason. "The head-up display (HUD), for example, is transparent."

Rebellion rejoice in comparing the Jaguar to top-end PCs, even though they're aimed at a different market. Jason thinks that in some ways, you can do more with this £200 unit than with machines costing £1,500 or more: "With *AvP* we're doing everything in 65,000 colours instead of 256 (the normal PC screen mode). And also, you must remember that we're just starting to learn how to program on this machine. PCs have been going for an awfully long time, and people have had a chance to learn how to squeeze the best out of them."

"AvP's texture-mapped graphics and 16-bit sound would slow a lesser console down to a crawl"

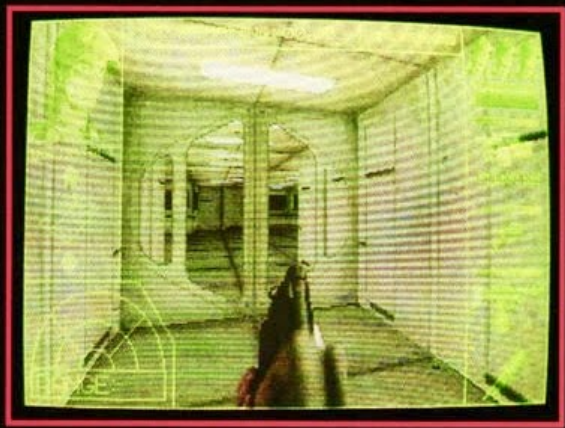
Although the 3DO is touted as a competitor to the Jaguar, Jason has strong feelings about the comparisons. "I've seen some interesting stuff on the 3DO," he says, "but I think that it's not really competing because of price. I've been quoted in a magazine as saying '3DO is crap,' but I think it's a good piece of kit. It's overpriced, and the games aren't properly interactive – people are going down a blind alley as far as video footage goes. Video footage is great for introducing games, but once you've seen it, you've seen it.

"Using CD, you can only really go the way the designer wants you to. With this thing (points to AvP), you can go sideways. You can also rotate and sidestep at the same time. There's no CD in the world which could store this much information as video footage."

● This is the view when you play the Alien. Notice that the HUD doesn't feature any weapons - because Mr Alien doesn't have any...

Does Jason feel that the imminent release of the Jaguar CD will help it along, then? "I hope so," he says. "We are looking at doing things on CD, but I want to use it as a massive storage medium, not as a way of showing a 30 minute B-movie. For example, we have problems on a cartridge with 112MBits because it's not enough. I want to do a game with 50 levels, but we can't get it into the cartridge."

"I want to see games that people never finish – for them to sit down and play a game for a week, get through say half a level, and for there to be 60 levels. I don't want people to finish a game in an afternoon." Wise words. ***stf***



● Remember in *Aliens* when they were waiting for an attack, but the Aliens were in the roof above? Remember the tracking unit that made that spooky "blip" sound? That's in here, on the bottom left-hand corner - and it's as scary as ever.

WORK IN PROGRESS

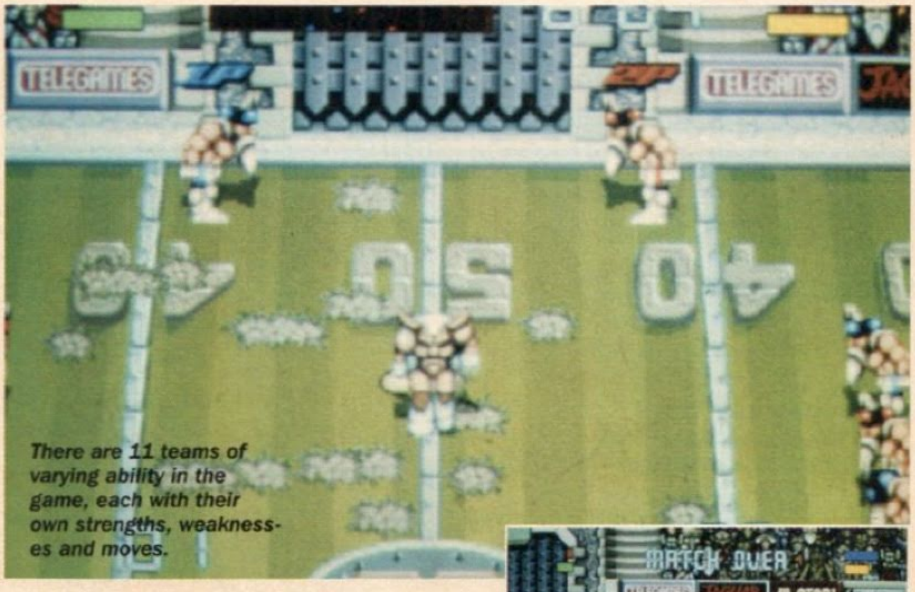
BRUTAL SPORTS FOOTBALL

■ JAGUAR
■ SPORTS
■ £54.99 ■ OUT JULY
■ AMIGA VERSION AVAILABLE
■ NO OTHER VERSIONS PLANNED

Hit the pitch harder than an Ambrose fast ball and more aggressively than a Fashanu elbow in the Jaguar's first sports game...

Some sports are played by gentlemen, others by large women with short haircuts. Some are played by massive, well-armed slavering beasties, such as the latest violent sports sim to hit the home, Brutal Sports Football – and after appearing on floppy, it's set to show its face on the Atari Jaguar.

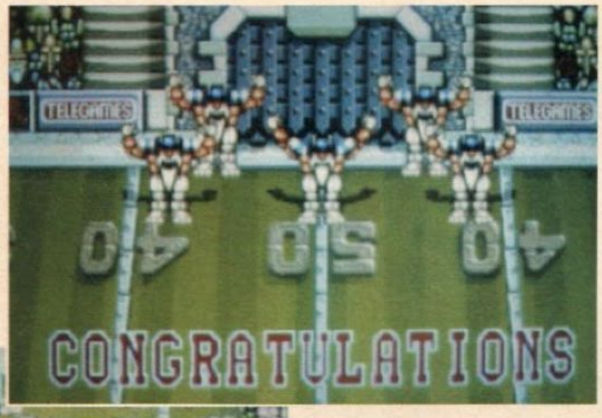
The game is based on American Football, but the players don't use any cop-out wimpish padding; they believe in the old adage that the best defence is a good offence. That, coupled with the fact there are no rules, means this is one violent sport. This is a first in several ways, it's the first third party Jaguar release, the first Jag sports game (our sources tell us Kick Off 3 on Jaguar won't be out before it) and it'll be the first Jaguar game to enjoy a simultaneous world-wide release. We should see it hit the shelves in the third week of July, so look out for the review here next ish.

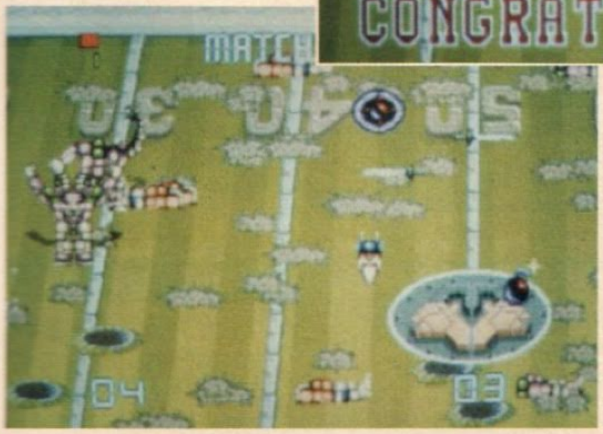


There are 11 teams of varying ability in the game, each with their own strengths, weaknesses and moves.

If you're one of the few people with a second Jag joypad, you'll be able to take on a mate in the head-to-head challenge.

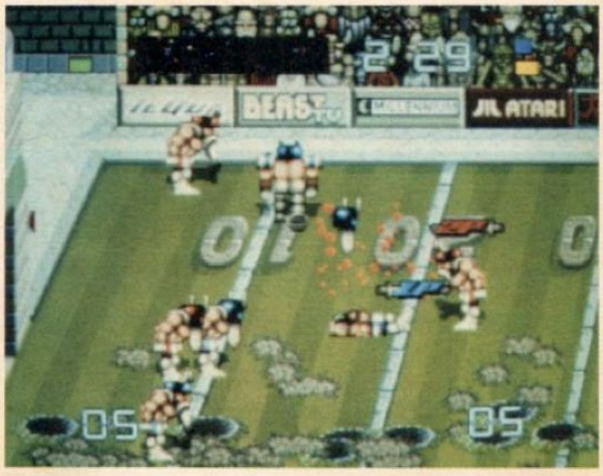
All these big weapons are one thing, but we bet none of these Brutal guys would last a minute with top England rugby geezer Brian Moore.





▲ When the final hooter sounds the losers will be lucky to have any players actually left standing. Obviously the winners have been taking a few pages out of the Wimbledon training manual.

▲ Although it's fun to grind your opponents into the ground, it doesn't earn you any points. But who really cares, as long as you prove your overall excellence when it comes to the old art of scrapping?



No wonder this guy's smiling. His team's just won with a decent score and has claimed an enemy scalp into the bargain.

ALTERNATIVE

MEGA DRIVE
■ Mutant League Hockey
■ EA/£44.99
Similar to Brutal, but based on a different sport. MLH is passable as a hockey game, but it's the quirky humour which makes it playable.
■ ISSUE 149: 80%

● CONTACT TELEGAMES (0533 813606) FOR INFORMATION. ● NUMBER OF PLAYERS: ONE OR TWO

WORK IN PROGRESS

■ JAGUAR

■ Strategy ■ Sensible Software
■ £Unconfirmed ■ Out Unconfirmed
■ PC, Amiga, Super Nes and Mega Drive versions available
■ No other versions planned

CANNON FODDER

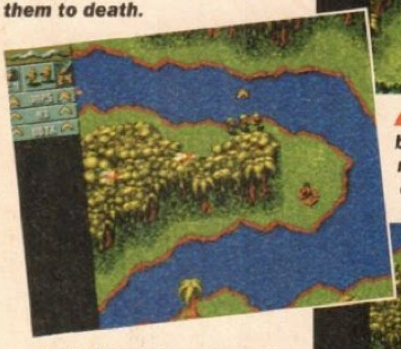
War. What is it good for? Well, we think it's actually pretty good for video games, to be perfectly honest...

It's amazing what you can do with 64-bit technology, isn't it? You can take a game which has always garnered plaudits for excellent playability but been oft criticised for poor visuals, pull off a one billion meg conversion job and come up with... a playable game with crap graphics. Blimmin' incredible. Anyway, not to worry, for despite everything being a bit titchy, this is Cannon Fodder from the lovely Sensible Software, and, unless we're very much mistaken, it should be a hearty laugh for all concerned.

Cannon Fodder, in case you're a bit slow and hadn't realised, is a warfare title which mixes strategy and joypad-bashing. It first appeared on Amiga and has since been converted to most major formats, with a sequel due on PC soon. Your job is to guide a small strike team of varying numbers through a series of missions set in a variety of terrains, and each with its own objectives. You have to use all your skill and cunning to achieve these objectives through use of machine guns and grenades, along with extra little props which crop up during your travels. It's up to you how you use your forces, but should you split the group, troops off-screen are still vulnerable. Of course, this means you get to spend a lot of time juggling various attacking positions and trying not to let your favourite soldiers cop one.

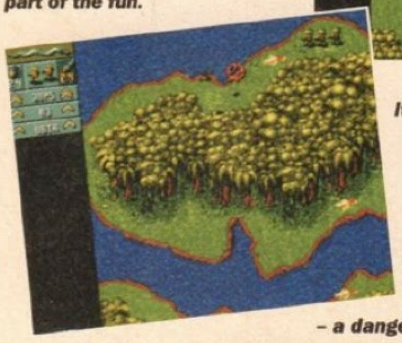
Cannon Fodder has been comparably top smart on every format it's touched, but the Jag has a somewhat bigger reputation to live up to than these other machines. Will Cannon Fodder make the grade? Only we at CVG can tell you. Honest.

▲ Take advantage of the enemy's defenceless status, incurred by their excursion into the briny, by shooting them to death.



▲ They might be tiny, but those are definitely dismembered corpses lying around.

▲ Finding a place to shoot where you can't be shot is all part of the fun.



▲ It's all go here. It's essential to plan raids like this lest you lose all your men in a crossfire.

◀ The only way off this peninsula is by wading through the waters – a dangerous activity.

▲ You can use any item of scenery you so desire as cover from enemy fire.

▲ Part of this mission involves destroying the innocent bridge pictured here. War truly is hell.

▲ Wading through light blue water is safe, but swimming in deep blue pools means your men can't return fire.

● GAME BY SENSIBLE SOFTWARE ● CONTACT ATARI (0753 533344) FOR INFORMATION

◀ The skies in these grabs aren't the ones that'll be used in the final game. There are some specially rendered cloudscapes waiting in the US to be dropped in just before release.

◀ You go all over the world to race – there's even a track in the Antarctic with giant penguins.

It's into its final lap of development, but will Chequered Flag be Virtua Racing for the Jag?

▲ Zoom in for that extreme low angle shot – different views demand different levels of skill.

▲ If you want to make life difficult for yourself you can choose to race in fog or rain or even at night.

◀ When you choose a high view and then go into a tunnel, the 'camera' swoops down into the tunnel as well.

And lo, Atari did look upon *Virtua Racing* and decree, "Hmmm, the Jag could do with a game like that."

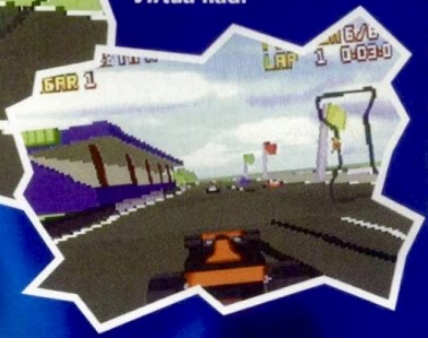
And so here we have *Chequered Flag*, unashamedly the Jaguar's answer to the mega successful, multi-view racing phenomenon.

Currently, coders Rebellion have designed ten tracks, but this may drop to eight depending on how much detail they can cram onto the 2-meg cart. Which is still more than *Virtua* had.

There are six different views of the action – one inside the cockpit and five various angles from behind the car.

With three different weather conditions to contend with – clear, rainy and foggy – Rebellion reckon this racer has got long-lasting playability. Though, oddly, there's no multi-player mode.

From what we've seen so far, it's certainly fast and smooth, but has it got the horse power to make it a pole position racer?



▶ So, will *Chequered Flag* get racing fans flocking to buy the Jag? You know where you'll find out first (clue for the hard of thinking: *Ultimate*, issue two).

Machine.....Jaguar

Publisher....Atari

Developer...Rebellion

Style.....*Virtua*-style racer

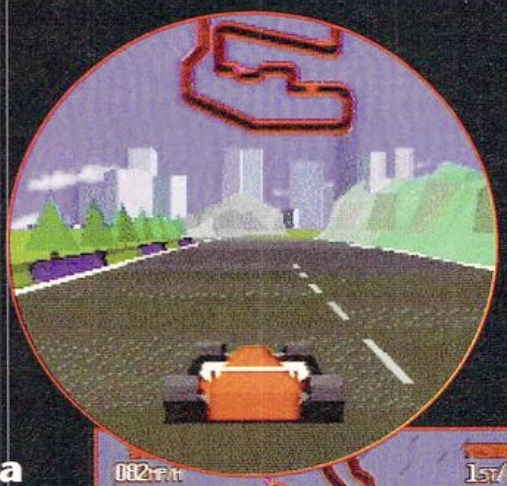
Release.....November '94

Status.....90% Complete

TOP CHEATS

Out Of This World. 3DO: *Another World? Out Of This World?* What's the difference? One hell of a lot when it's on the 3DO. Try out these codes if you want to indulge in a bit of level-hopping – LDKD • HTDC • CLLD • LBKG • XDDJ • FXLC • KFRK • KLFB • BFLX • BRTD • TFBB • TXHF • CKJL • LFCK.

REDLINE RACING



Jason Kingsley of Rebellion is shouting across a room. "Is it *Redline Racing*, or *Redline Racer? Racing? Racing. Racing? Racer* sounds better. All right." He turns back to the telephone. "It's now called *Redline Racing*."

PREVIEW

PUBLISHER: ATARI
PROGRAMMERS: REBELLION
PRICE: £45

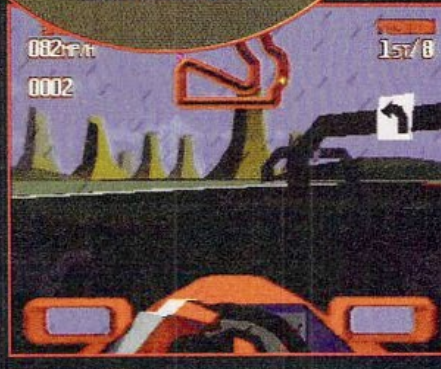
He's talking about the game that used to be splashed over glossy Atari brochures as *Checkered Flag 2*, but which has now undergone a slightly confused name change for no adequately explained reason. At least you don't have to worry about the staggeringly irritating American spelling any more.

"It's a homage to *Virtua Racing*," explains Kingsley by way of describing the game. *Virtua Racing*, if you didn't know, is a spectacular polygon car game wowing them in the arcades even at this very moment thanks to its terribly high speed and witty manner of zooming the camera in and around the car at the most inopportune moments. Sega have converted it to the Mega Drive with the aid of an extra maths chip in the cart, and very nice it is too.

Redline Racing has changed quite a bit since *ST FORMAT* last saw it. "We've added a hell of a lot more recently," says Kingsley. "We're very pleased with it. It's awesome." There's a horrifying silence. Birds drop from the sky. "Let's try another word. It's good. I'm a master of understatement." Quite.

Where is this supposed to be? Those mountain ranges look a bit funny. And the track's a bow-tie.

Your car. With a sort of white thing on the front. Not that we mean to demean your powers of observation or anything. But it's nice to be sure.



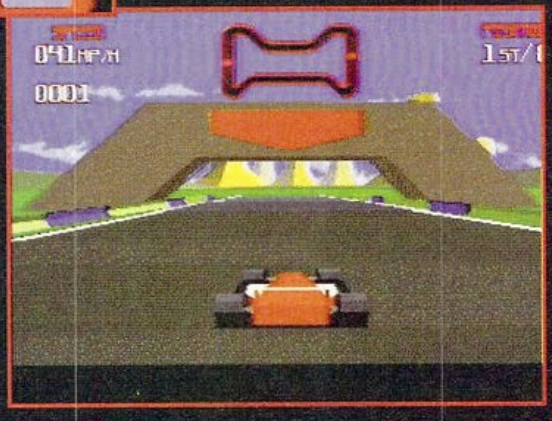
It's got different viewpoints and everything. Let's hope they manage to do something other than the usual tedious engine whiny growl for the sound, though.

New things

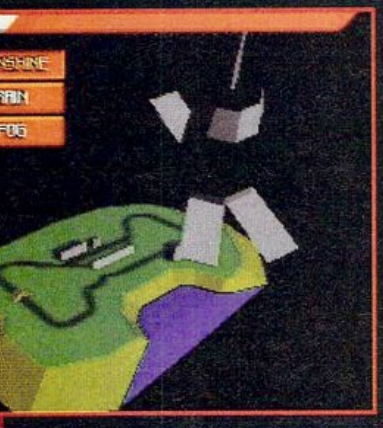
The game is a hybrid of *F1* and *Indycar* racing. Starting life as a straightforward simulation, it's evolved into more of an action game. "Everybody complained they couldn't drive the car," comments Kingsley. "We said, of course you can't. It's a real *F1* car. If you tried to drive a real *F1* car you'd smash it to bits." So out went all the convoluted statistics. Instead, you've got tons of 65,000-colour lightsourced polygons slamming around the screen at a rate of knots. There are ten tracks to race on at the moment in either a one-off contest or a championship, weather conditions to contend with, the slightly unusual ability to change the car's livery, and... a two-player mode?

"There's no two-player mode," admits Kingsley. "That's the only negative point. But, to be fair, that wasn't part of the original commission. They just wanted a 3D car game for one player. We'd eventually like to get a two-player link-up for *Redline Racing 2*."

The game's almost finished; all that remains is to fine-tune the intelligent computer drivers. "In most racing games, if you're no good at the game, the computer drivers leave you behind. Similarly, if you're a good player, you leave them behind, and there's nothing to do but drive around an empty track. It gets boring. But with *Redline Racing*, some of the drivers are better than you, and some are worse. They're self-adjusting, so you're always racing against someone," beams Kingsley.



Why do they have those bridges there? It's not as if you can stand on them and wave hopefully.



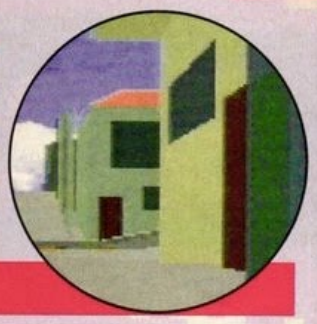
You're freefalling through space in the exciting Level One sub-game. Press fire to open your parachute and aim for your car. An obvious lie.

Punchline

Entirely expectedly, a demo version of the game for the ECTS failed to make an appearance. But you'll see it in June, but not before we do, because we're clever like that.

JONATHAN NASH

CLUB DRIVE



The golf associations end with the title. Hurrah

PREVIEW

PUBLISHER: ATARI
PRICE: £45
EXPECTED: AUTUMN

Divine the cinematic tastes of your friends with the San Francisco level of this driving game. Claimed to reproduce, well, San Francisco, it's just the thing to get someone's measure.

"Ah," squeak cineasts. "Just like being Steve McQueen in *Bullitt*, what with zooming down that stepped hill and all that crashing into things."

"O-ho," confide the fools perfectly content with unchanging sequels and thus responsible for the desperately crushing banality of modern popular film. "Just like being Clint Eastwood in *The Dead Pool*, what with your driving a tiny, electrically-powered car and zooming down that stepped hill and all that crashing into things."

"Yahoo," bellow other people, heads turned easily by an attractively bulbous nose. "Just like being Karl Malden in *The Streets Of San Francisco*, except not really, and that was a television series anyway."

Indeed.

Carquake

At an early stage it may be, but *Club Drive* is already endearingly silly and fun. Touted as a cross between *Hard Drivin'* and *Micro Machines*, because nobody dares express an original idea for fear of failing to sell to fans of *The Dead Pool*, it features tiny cars zooming around and crashing into things. The low-level perspective works very well, adding a new flavour to driving around as you whizz underneath gates, swerve between the legs of a table and blast off ramps to spin horribly in mid-air and crash spectacularly with no idea of which way is up. You can even pull off that stunt where your car goes up on two wheels and gets through a really narrow gap. Probably quite badly.

The demo version we saw has three of the levels up and running – San Francisco, Suburban House and Old Western Town – and three modes of play. You can either race around the level trying to find the finish line before your time limit is reached, have two players racing around, or play tag. Every collision between the players transfers the It icon, and whoever's It after 90 seconds loses.

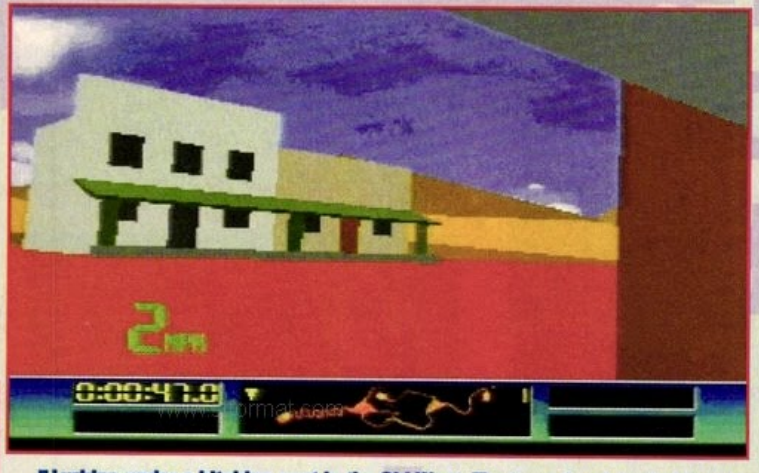
Things are a bit academic at the moment – the gravity and inertia have yet to be implemented properly, so one crash and you fly across the entire map. It's also incredibly confusing in two-player mode, because of the split screen. But, as we say, it's all at a very early stage, so there's plenty of time to get everything right.

Tentative verdict

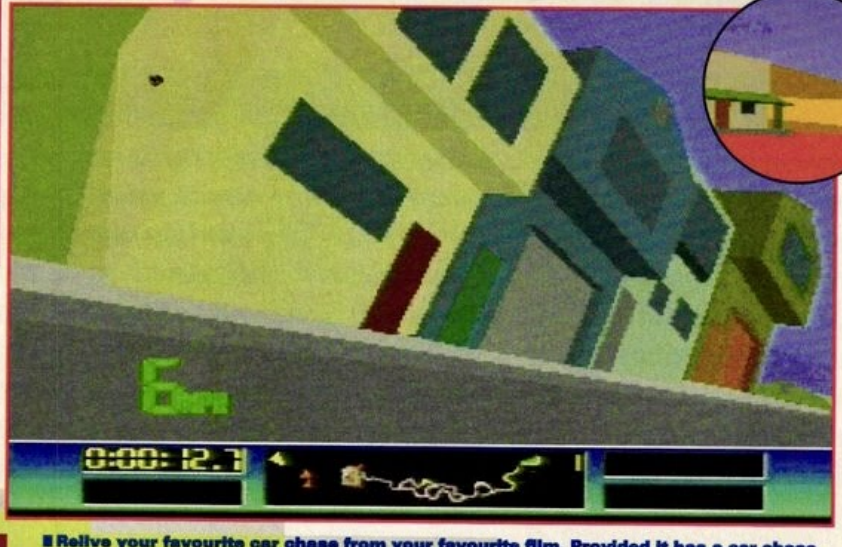
Being able to drive anywhere at all within a level touches the hearts of anyone who's ever wanted to leave the prescribed track and go across country. We love it. Pity there are no guns, really.

JONATHAN NASH

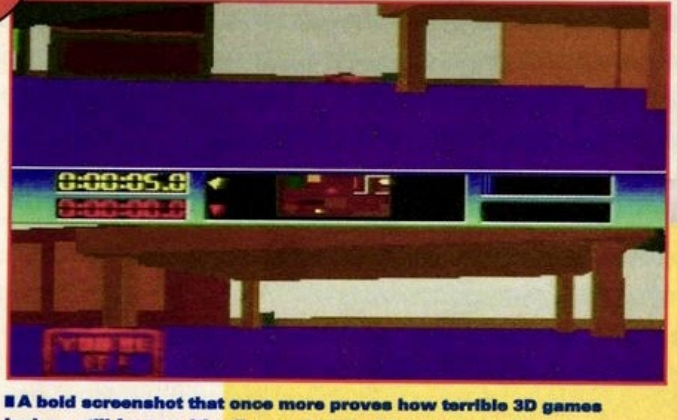
■ Finish the level before the amusing relative comes in and steps on one of the cars and does a back-flip through the coffee table. Hurry, hurry.



■ Lurking under a hitching post in the Old West. The town drunk probably gets thrown out through the saloon doors any moment. Aaany moment. Probably.



■ Relive your favourite car chase from your favourite film. Provided it has a car chase, of course. And it takes place in San Francisco. With miniature cars. That play tag.



■ A bold screenshot that once more proves how terrible 3D games look as still frames. It's all a cruel trick of fate, or something.

www.stformat.com

PREVIEW

The Jaguar's first standalone game is a horizontally scrolling shoot-'em-up starring a lion, Trev. It comes from Atari and while the graphics do look totally stupendous, our first impressions of the game are that it seems to lack any sort of originality or depth.

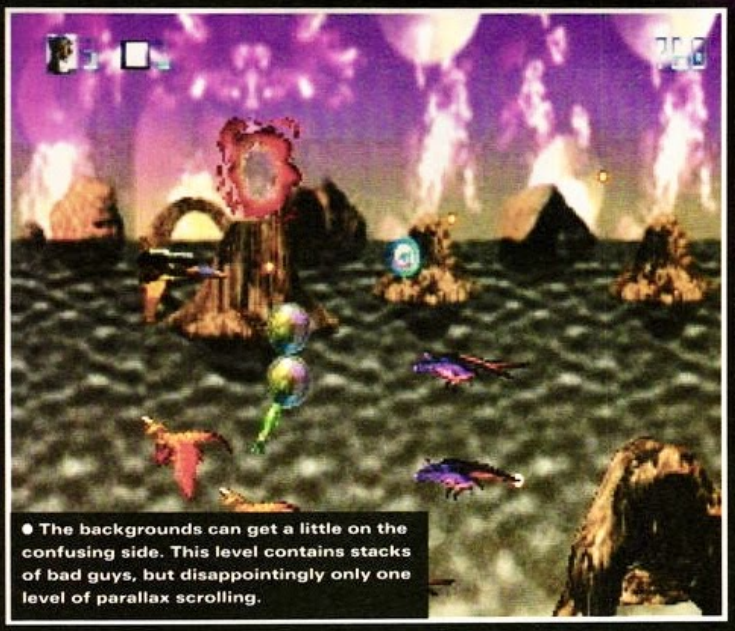
Basically it's an interesting combination of the classic '80s games *R-Type* and *Asteroids*, the latter was popular on the coin-ops – a ship rotated in the middle of the screen while shooting at rocky asteroids. When these asteroids took a hit, they split into smaller versions of themselves. *R-Type* was the same sort of thing but set in a horizontally-scrolling world with baddies lurking ready to ambush you.

In *Crescent Galaxy*, however, the bewhiskered heroes, the bizarrely named Trevor McFur and his assistant Cutter, zoom about in a horizontal direction. You've got to shoot everything in sight that moves and pick up extra weapons to help progress further into the game.

Almost every sprite and still image is either digitised or rendered

As you can see from the pictures on these pages, the graphics are amazing.

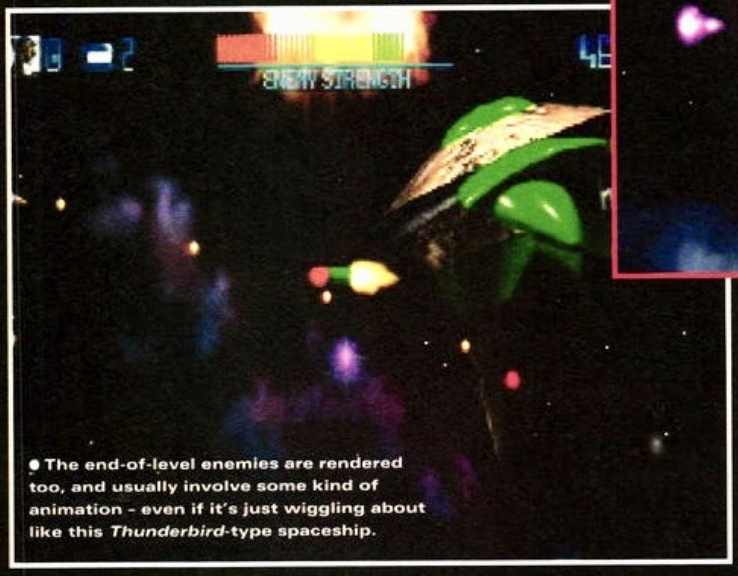
Almost every sprite and still image is either digitised or rendered, including some incredibly realistic-looking rocks and crystal shapes which pose as the enemy. They are joined by some intelligent enemies, including amorphous blobs, hundreds of different insects and little men which home in on your craft bent on destruction. And there are loads of them. You don't have a chance of surviving – not the first time you play anyway.



● The backgrounds can get a little on the confusing side. This level contains stacks of bad guys, but disappointingly only one level of parallax scrolling.

● Gratuitous fill-in plot alert! Good grief, are we supposed to believe that this is a real lion in uniform? Do us a favour, leave it out.

● As you reach the end of one of the four levels, you're approached by a menacing, er, coat. Or maybe it's some kind of suit or something. Whatever it is, what's it doing floating around in space?



● The end-of-level enemies are rendered too, and usually involve some kind of animation - even if it's just wiggling about like this *Thunderbird*-type spaceship.

Weapons and widgets

In a shoot-'em-up the amount and strength of fire power available is one of the most important factors, and it looks as if *Crescent Galaxy* scores well here too – Trevor has a huge array of weapons which become available as pickups when specific enemies are wasted.

The original weapon is a kind of pea-shooter that requires some shots to destroy even the meekest of meek enemies.

As you grab power-ups, the obligatory double-fire switches on, and then some serious fire-power kicks in. Details of the names of the weapons are sketchy at the moment, but from having a quick whizz about the levels we're warning you that there's some really effective stuff on offer.

However, when you lose a life you return to basic shot power, so if you spend ten minutes building up a super-powerful ship it only takes a tiny green alien to fly in at you unnoticed and knock you for six. Believe us, we speak from bitter experience.

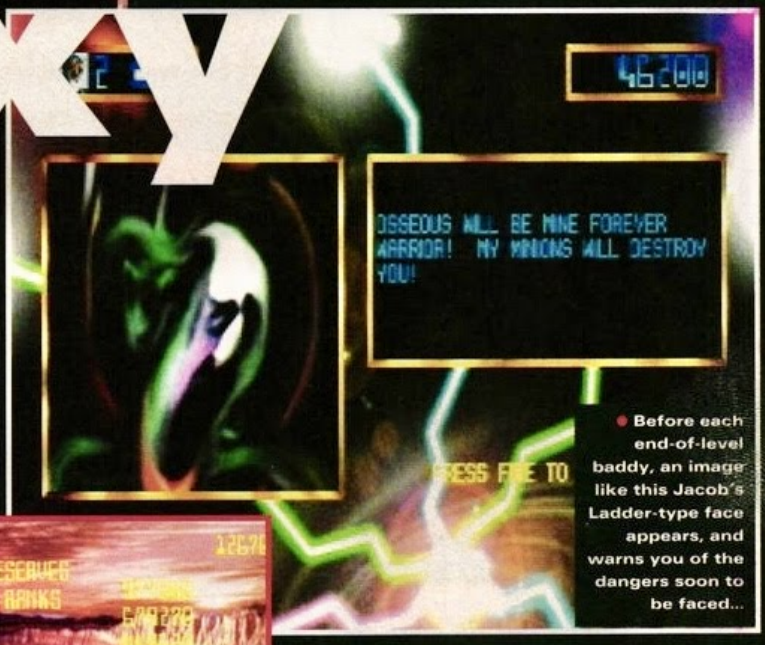
Sad ideas

Trevor and his friends are represented as digitised animal heads superimposed over the torso of soldiers, dressed in uniform. The mere idea of doing this is a little on the sad side, and the relevance is also a little dubious, but the results certainly show off what the

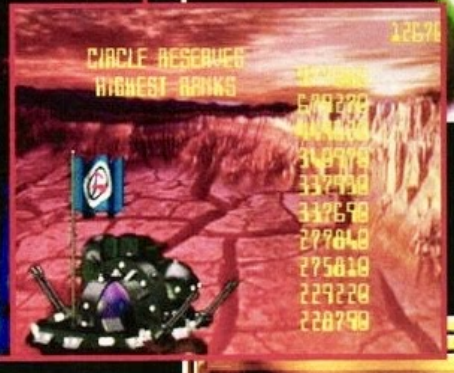
● This is your spaceship. Only a bit bigger. In fact, this is the ship from the title screen, but it moves and everything. When it's off the screen, it zooms back into the distance.

Crescent Galaxy

● Hey - another example of some gorgeous background graphics... The animated running thing's quite clever as well - but damned difficult to kill.



● Before each end-of-level baddy, an image like this Jacob's Ladder-type face appears, and warns you of the dangers soon to be faced...



● Our pre-prod version of *Crescent Galaxy* doesn't enable you to enter your name. But mine's third from the top.

● The naturally-occurring enemies, such as the rocks, are joined by man-made objects such as the floating cubes that, er, float. Into you.

● The planet selection screen enables you to zip to either of four planets, and a fifth becomes available when you complete them.

Jaguar can do in terms of colour and quality.

So, it seems the emphasis with *Crescent Galaxy* is providing a showcase for Jaguar-buying aesthetes, something it achieves very well – it would certainly look pretty good sitting in the corner of a shop in demonstration mode.

Crescent Galaxy*, an interesting combination of the classics *R-Type* and *Asteroids

ST FORMAT's judgement on the more important aspect of the gameplay shall be reserved until the March issue, though, so we have the time to give the game a fair and thorough going-over. So until then, just drool over these sumptuous screen-shots... ***stf***

NICE SHOT SON

DOOM
SPECIAL EDITION

We're not the only people to go loopy over Doom. A major Hollywood movie company has picked up the rights to produce a movie, and in the battle of the new consoles, it's Doom vs Doom, although Atari has something rather special up its sleeves...

So lock and load, put your fighting trousers on and feast your eyes on the kind of action that until recently console companies could only dream of...

JAGUAR

WORK IN PROGRESS

JAGUAR

- Shoot-'em-up
- Atari
- £Unconfirmed
- Out Nov/Dec '94
- PC versions of Doom & Doom 2 available
- No other versions planned

We love Doom, we love Doom, we love Doom, we love Doom. And now it's on Jaguar. 'Nuff said.

There's not much left to be said about Doom that we, or everyone else hasn't said yet. It can be summed up thus: fast 3D, big guns, plenty to kill, superhuge fun with a chainsaw. It really is that simple. However, until now you've needed at least £700 worth of PC to play it on. Thankfully Atari, in a fantastic display of foresight, has made it one of the first licensed games for the Jaguar – but it doesn't stop there, thankfully.

Doom, to put it lightly, is a phenomena. There's even a Doom club on Internet. And if you're a regular CVG reader you'll know we namecheck it more than a tabloid entertainment columnist brings up Take That (urgh). We're self-confessed addicts, and things aren't going to get any better for us as the first console version will be making its debut before the year's out. This game is impossible to do on a 16-bit machine, a fact which has blazed a trail for the Jaguar version. And the first impressions are nothing but good.

As you can tell from the screen shots, the graphics are identical to the PC original. Something which is particularly impressive considering this isn't just a straight port. Rather than dump the original PC code on to the Jaguar development kit, the programmers have started the game from scratch, and although they've stuck to the same winning formula, they've also been able to make some enhancements. Atari describes it as being a sequel to Doom, and that's where the Special Edition bit comes in.

Although finding fault with Doom is liable to get your hands chopped off in some parts of the world, even the most ardent Doom Lord has to admit that some of the levels, perhaps, weren't as interesting as they could have been. That's obviously the opinion of the people responsible for the Jaguar version. They're planning to add to levels and replace others. So you're guaranteed to get stuff in this version that you won't find anywhere else. With Doom on its way and Alien Versus Predator out now this is very good news for the Jaguar without a doubt. And the brilliant bit is that the two games really are different, as we point out in our Aliens Versus Predator review, starting page 44. Meanwhile load your shotgun and refuel your chainsaw in time for the Doom review next issue.

▲ One of the best moments in Doom is when you pick up the Berserk pack. It looks like an innocuous medical kick, but once collected, the screen changes colour, you become almost impervious to damage and are capable of killing most creatures with just one punch. Best of all is that it lasts for the whole level!

▲ These zombie soldiers are your former colleagues, although they don't recognise you anymore. A perfect excuse to fill them full of hot lead/plasma/buzz saw.

DOOM

MO' GUNZ

When there are all the soldiers that hell can muster up, and you're stuck in the middle, it's going to take more than just good intentions to get you out of the mire. Guns are secreted throughout the game's levels, and if you know where to look, you can tool up with a complete arsenal early on.

Knuckle Dusters

You've got to be desperate to resort to these, or just sick. Get the berserk pack and you'll be able to wipe out most lifeforms with one punch.

Chainsaw

More fun than a life-size jelly model of Claudia Schiffer. Makes minced meat out of monsters and has the rest scarpering in fear. It doesn't run out of fuel either.

Pistol

Get a decent weapon as soon as poss, as the pistol just doesn't cut the mustard. It's the worst gun of all and, frankly, embarrassing to use. You're better off with fists.

Shotgun

The preferred weapon of professional Doom lords, big, brutal and bloody fun. A good spread of fire, economical with ammo and devastating at close range.

Chain Gun

Takes ages to kill bigger creatures, but great for strafing a room full of zombies. Goes through bullets at a rate of knots though.

Rocket Launcher

Excellent at long range, but close up it'll catch you in the blast too. Downs Cacodemons with just two shots.

Plasma Rifle

Unleashes wave upon wave of deadly plasma energy. Powerful enough to trash most creatures and is good for strafing with.

BFG 9000

We won't tell you what BFG stands for, but it can empty a room in one shot. However you only get a couple of shots, so use them wisely.

CANNON FODDER

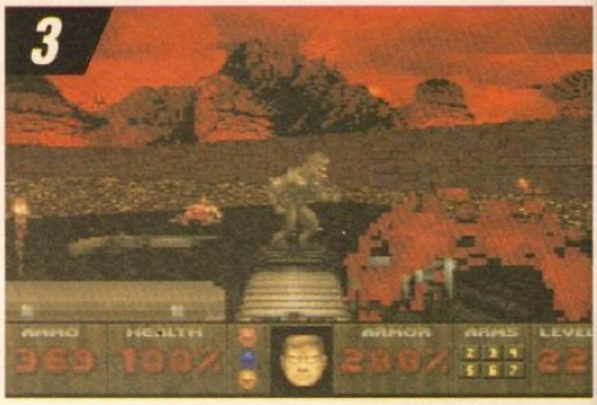
Apart from one or two large and deadly characters, which you'll have to deal with all by your lonesome self, here are the kind of ugly great mothers lurking in dark corridors and who comprise the bulk of your opponents in Jaguar Doom. Precisely how they take to you prematurely ending their vitriolic existence is anyone's guess, but mine is that they won't be 'appy. In the slightest. In fact.

ME AND MY POSSE

Although everything you'll encounter in the Jaguar Doom is out to kill you, drink your blood and dine on your flesh, a sneaky player can gain some unwitting allies by letting the creatures fight each other.

When the screen gets busy and there's all sorts of crap flying around, remember that what the hell-spawn in Doom hate the more than anything is being shot by their own side.

Which is exactly what's happened here. Try to lead the more powerful creatures right into the crossfire. Thankfully you're provided with a run button, which is something you'll be using a lot when you play the game.



Now sit back in a quiet corner and watch the carnage. Whatever the result, the winner will end up much weaker, making the job of finishing it off much easier.

DEATH MATCH

One feature Atari is desperately trying to incorporate into the finished game is a link-up feature, so two Jags can be hooked together for a cooperative or head-to-head death-match game. This is one of the best features of the PC version, and if Atari manages it for this game, we'll doff our hats and get ready to chainsaw each other to death.

▲ *Life-sapping hazards don't always come on two legs. Plop into an acid pool without adequate protection and you'll soon be walking around on fizzing knee stumps.*

DOUBLE DRAGON 4

First, there was a dragon. Then there was a double one, and now there are four more of that one. Mmm

If only we were shareholders in the company that hires out the caves, warehouses and temples used in all these fights. We'd make pots of cash.

JAGUAR PREVIEW

PUBLISHER: TELEGAMES
PRICE: £45
EXPECTED: AUTUMN

It took us by surprise, this one. The original list of Jaguar games under development claimed it was *Double Dragon 5*, which confused us mightily, as nobody could recall there being a *Double Dragon 4*. But, of course, it was all a typographical error due to an internal misunderstanding, and number four it was all along. And here it is now. Sort of.

Well, well. Phwoar, eh lads? And not, for example, this sort of thing shouldn't have outlived 1986. Or, we really need more women in this industry.

You could almost imagine these characters moving unconvincingly in an insultingly poor cartoon and trying to sell you things.

Pointy things that hurt

It's a beat-'em-up, obviously. Now, we've nothing against beat-'em-ups in principle, in the same way we've nothing against any other type of game. It's the huge number of practically identical *Street Fighter 2* clones that sparks our ire. We've always taken the view that if it doesn't beat *SF2*, what's the point? It may seem harsh, but you can't afford to show weakness in this dangerous and mercenary age.

Anyway. *Double Dragon 4*. Fortunately, it differs from *SF2* in that you have weapons. Nasty big weapons like swords and sticks. So that's all right then. As with *Club Drive*, it's at a very early stage of development, but there's enough there to get an idea of what's going on. And what's going on looks to be a mite tasty. From the opening screen where the fighters' faces zoom into place, to the marvellously overcomplicated background selection menu where you guide an icon around a map of the town, *Double Dragon 4* blazes with scrupulously-buffed shininess. You even get a completely pointless dossier on each character to memorise and treasure for always.

One-on-one too

The *Double Dragon* series, old people may recall, was never a one-on-one affair. Instead you and another player advanced through levels, hitting people until they fell over and then kicking them until they cried uncle. In all three games, this was because you were trying to rescue a woman who had been kidnapped. Oh dear. (Actually, in *Dub Drag 2* she was killed, but that didn't stop her from being whisked away again in number three. Odd, really.) Defeated villains would often leave behind knives and sticks and things, and you could pick them up and use them for the forces of good, by hitting people with them until they fell over.

Very good fun all round, in fact, so you get the option to do exactly the same thing in *Double Dragon 4*. Basically, instead of a *SF2* clone, it's a *Double Dragon* game, but with the addition of one those "versus modes" you hear so much about these days and curse for the dreadful name.

The version we were treated to seeing has barely advanced beyond the stage of polishing the graphics. The play mechanics are still to be thrashed out, so whether the game features those notorious special moves is yet to be seen. However, the cast seems a meaty bunch, with such predictably disparate characters as a Harryhausen-like skeleton, and not one but two (two! Two!) token women. Yes. We wait with some excitement.

JONATHAN NASH

And there's Peter Ustinov being hit over the head with Helen Hayes' umbrella in the far corner.

www.stformat.com

Fight for life

Atari will be hoping that the Jaguar's first polygon beat 'em up achieves the same level of expectation as Saturn *Virtua Fighter*

The camera pans round the fighters and a record/playback facility allows action replays

Format:	**Jaguar**
Publisher:	**Atari**
Developer:	**François-Yves Bertrand**
Release:	**December (US)**
Origin:	**US**

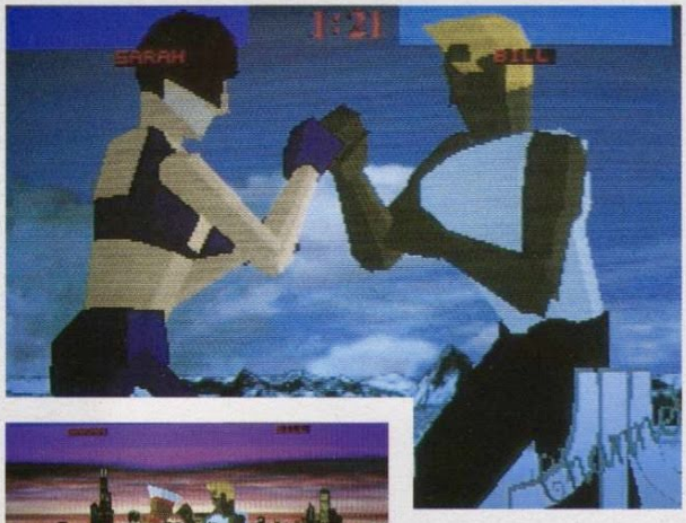
After the disappointing *Alien Vs Predator*, Jaguar owners will be pinning their hopes on *Fight For Life*, a beat 'em up clearly inspired by Sega's *Virtua Fighter* arcade machine. There's actually a specific connection between the two games: the main programmer of *Fight For Life*, François-Yves Bertrand, worked for a year and a half at Sega's AM2 arcade division before defecting to Atari.

These pictures are from an early working version of the game with 900 polygons onscreen; 1,200 polygons at 20fps are promised in the finished version. In comparison, the *Virtua Fighter* coin-op boasts between 1,500 and 2,000 per fighter and the Saturn conversion will have almost 2,000 in total. *Fight For Life* employs the same expedient as Saturn *Virtua Fighter* to get around its relative lack of polygons: texture mapping. About 20% of the polygons will be textured to provide details like tattoos, logos and some facial features.

Fight For Life is set in hell, with the characters supposedly fighting for the chance to live again. There are eight fighters in total: a ninja, a docker, an American GI, an Amazon, a boxer (M.Bison/Balrog style), a Tuareg tribesman, a 'golden girl' and the son of the devil. The four backdrops are Chicago at night, a beach and two mountain scenes.

A couple of features are at least original. Firstly, you can 'record' each fight and play it back afterwards. Also, your fighter begins with only a few moves and 'learns' those of his defeated opponents. This gives each contender up to five special attacks.

If *Fight For Life* can succeed in doing a passable impression of *Virtua Fighter*, or even improve on it, then it should go some way to rescue the Jaguar's flagging reputation. E



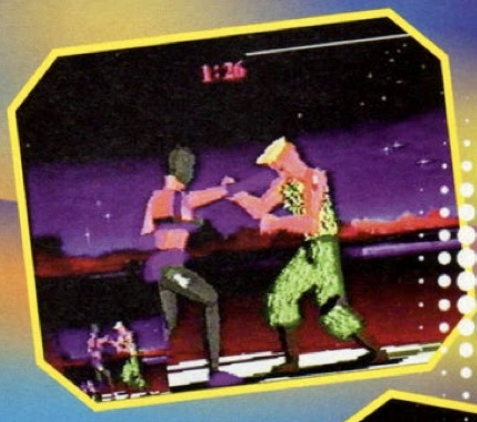
The large characters are still awaiting the final touches (top). The skyline background looks impressive (middle). The moves are well animated (bottom)

Your fighter begins with only a few moves and 'learns' those of his defeated opponents. This gives each contender up to five special attacks

will open in Edinburgh in Febru

Separated at birth

Strange but true! *Earthworm Jim* was inspired by Hugh Laurie's mould-breaking portrayal of Bertie Wooster. Er, perhaps... Look at those stiff lower lips. Look at those raised eyebrows. Uncanny coincidence, isn't it?



▲ ▶ Dark and moody backgrounds. We here at *Ultimate* love them to bits.

Eyes do not deceive. The colours, shapes and shades they absorb are sent, via a collection of intricate nerve endings, to the brain. But the buggers sure had us fooled when we saw *Fight for Life*.

Yep, it's the Jag's polygon-shifting punch fest that comes smelling more than a passing whiff like *Virtua Fighter*. There's even a kickboxing starlette.

Other combatants include an army gent with spiky blond hair (hang on...), a streetwise Ray Ban-wearing thug and a brick-fisted boxer-type.

Although the polygons are a bit thin on the ground (as well as fighters) at present, the action is still impressively fluid, with the 'camera' panning in and out like a true *ITN Big Fight* steadicam. The on-screen action is lovingly repeated in a little box at the bottom of the screen.

This could be the Jag beat-'em-up worth waiting for, but *Virtua Fighter* comparisons are likely to be flying thick and fast.

Machine.....Jaguar

Publisher....Atari

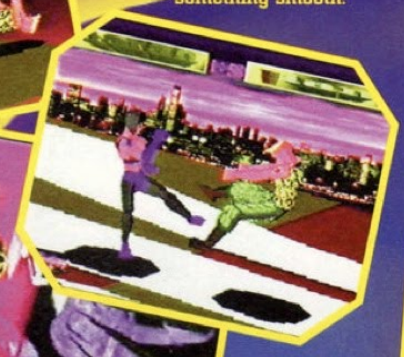
Developer...Atari

Style.....Beat-'em-up

Release.....TBA

Status.....75% complete

◀ Even at this rough stage, the animation is shaping up to be something smooth.



◀▲ We don't often print title screens in *Ultimate*, but here we'll make an exception. Don't know why...

Blocks almighty! It's a real *Fight for Life* on the software-hungry Jaguar

TRUE LINES... The 32X has been launched in Japan and is being called the Super 32X. Sales have been

Highlander

Atari's fledgling Jaguar CD system is pushing the console in the direction of classic PC action-adventures like *Alone In The Dark*

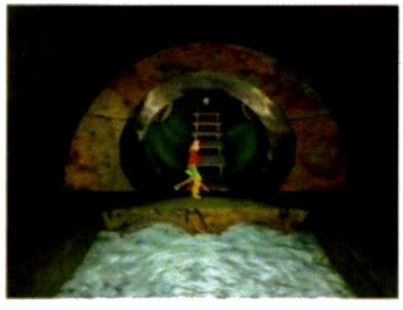
Format:	**Jaguar CD**
Publisher:	**Atari**
Developer:	**Lore Design**
Release date:	**June**
Origin:	**UK**

Following the launch of the Jaguar CD-ROM (see ECTS report, page 10), Atari is now focusing on exploiting the potential of its custom 790Mb format. One of the first games to be released for the system is Lore Design's action-adventure, *Highlander*, the product of a licence agreement with Gaumont Television, creator of the *Highlander* animated TV series (itself based on the cult films starring Christopher Lambert and Sean Connery).

Lore Design is a 15-strong Wirral-based company that has been working on the project with Atari US since May 1994. The game started life as a one-on-one beat 'em up, somewhat akin to *Rise Of The Robots*, but, thankfully, soon transcended that genre. As project director **Steve Mitchell** admits, 'You simply cannot do justice to the world of *Highlander* with a one-on-one fighting game.'

Instead, *Highlander* evolved into an *Alone In The Dark*-style adventure with 16bit pre-rendered backgrounds, polygonal characters, a puzzle element and a coherent plot. In fact, the development process threw up so many ideas that the game will get a staggered release on three discs: the first disc will set the scene; the second will elaborate on the story; and the third will feature a fighting finale.

The game's protagonist is Quentin McLeod, one of the last of a race of immortals on a post-apocalyptic Earth, who has to seek guidance from others of his kind before claiming The Prize – absolute knowledge. Throughout the game, the plot is developed by means of cartoon cut-scenes from the TV programmes.



Quentin McLeod, hero of both the film and the TV series, is composed of around 300 polygons. In this section he has to explore a network of tunnels

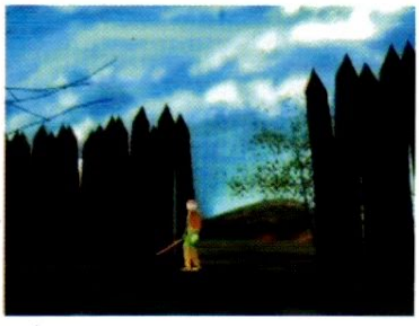
The range of scenery in the game is impressive (top). Traditional animation from the TV series provides the cut-scenes (above)

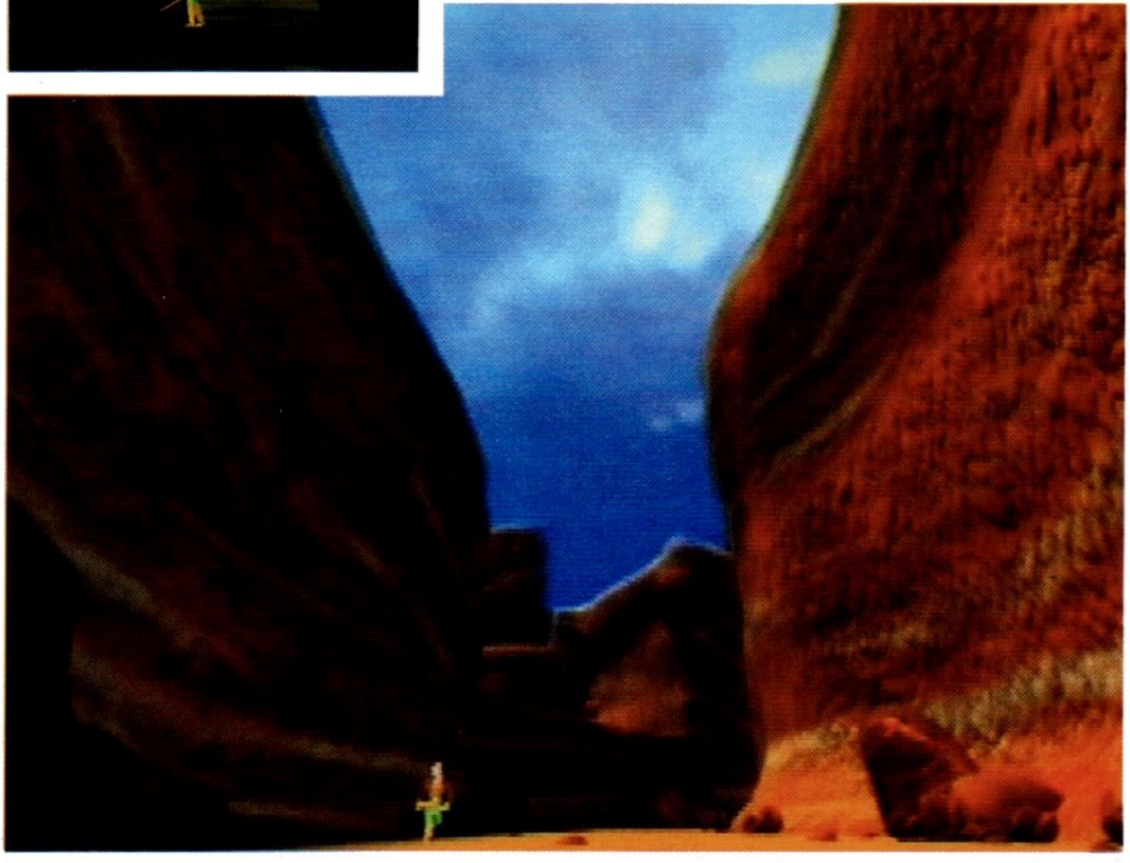
***Highlander* is an action-adventure which offers a compelling mixture of combat (top left) and exploration**

Lore employed motion capture techniques to construct and animate the characters, developing custom tools to enable data to be transferred from the capture equipment directly to the Jaguar. Atari is hoping that the resultant smooth, realistic motion will make up for the relatively small number of polygons used for the characters – McLeod himself is made up of only around 300 polygons and can therefore appear rather insignificant at times.

Highlander's backgrounds, which are displayed in 65,000 colours, were all rendered in *3D Studio*. Lore took the original production design from Gaumont and modelled it as a 3D 'set', before using the package to establish camera angles and render viewpoints. Pixel-perfect z-buffering was then added, and finally, the collision detection was programmed in.

The result is a graphical environment that does justice to the storyline. The action-adventure format is one that has served PC developers well, and if Lore can produce a game that captures the atmosphere and gameplay of *Alone In The Dark*, Jaguar owners will be satisfied.





All *Highlander*'s backdrops, like this dramatic valley scene, were rendered in *3D Studio* and are displayed in 16bit colour, with the character laid on top. They are all based on locations that have actually appeared in the cartoon

The multitude of viewpoints available (above) gives the game a cinematic quality

Yes! We have the first shots of Hammer Head and no limb-chewing fish in sight

Futuristic wartime 3D first-person perspective flying shoot-em-ups with fishy names, eh? Don't you just love 'em?

Well you might after taking a look at these very early pics from the provisionally-titled *Hammer Head.*

They're so early, in fact, that the game engine is still being perfected (the cockpit console is currently being modelled out of wood so that it can be scanned in and used in the game).

You play the part of a private defence company employee involved in a combat situation, which basically means you fly around a city shooting robot-controlled planes and tanks, and collecting the bounty rewards.

As you fly through the different texture-mapped zones, the enemy will employ different attack patterns, so a bit of strategy will be in order.

▲ Inner city congestion, it seems, is a thing of the past.

▼ Bright lights, big (well, it will be when it's finished) city.

▲ It's a first person game and in the final version the screen will be framed with the a cockpit of your attack craft.

Machine.....Jaguar
Publisher....Atari
Developer...Rebellion
Style.....Shoot-em-up
Release.....Mid '95
Status.....25% Complete

TOP CHEATS

Stunt Race FX. SNES: If you beat the expert class tracks on this excellent Super-FX charged game you will get the chance to ride the motorbike. Go to Free Trax and when you come to the overpass jump. You will glitch through to the upper level allowing you to save loads of time and set incredible records.

■ JAGUAR
■ STRATEGY/SHOOT-'EM-UP
■ £TBA ■ OUT NOV/DEC
■ NO OTHER VERSIONS AVAILABLE
■ NO OTHER VERSIONS PLANNED

Iron Soldier

This game is played in a sort of open arena providing full virtual movement in a game of military hide and seek...

Of all the original games currently in development for the Atari Jaguar 64-bit console, few have impressed us quite as much as Iron Soldier. Running at an amazing 30 frames per second, this polygon-based 3D strategy-blast will simply blow you away.

◀ *The enemy likes to lurk behind the many towers in the game, so blow them to pieces to reveal their hiding spots.*

Programmed by Germany-based Eclipse, Iron Soldier gives you the chance to dish out generous amounts of destruction from the cockpit of a giant robot. It's not the most original of concepts, but the strategic element where you have to plan your campaigns, take different approaches in the combat zone, and the sheer technical excellence of the graphics are all factors which should see this game really making an impact on the Jaguar scene.

▶ **Contact** Atari 0753 533344) for more information

I-War

This 3D futuristic combat game should be heading for a Jaguar near you at some point early this year. You may recognise it, as its working title was *Redemption* (which we think was a much sexier name). It then became known as *Netwar*, but it's staying as *I-War*. We hope...

In the game you have been placed inside a computer where you must destroy viruses, stop hackers, and a bunch of other weirdy scenarios. So you basically fly around a first-person polygonal environment zapping at things with your whopping great laser.

▲ It's certainly packed with polygons, but what of the frame rate?

▲ Atari really need solid games for their Jag now.

Will this be the shoot-em-up to rescue the Jaguar from some fairly hefty criticism of late? Well, first reports indicate that the frame rate is none too sharpish, but we'll have to wait for the finished game before casting our judgement. See you next month then...

Machine.....Jaguar

Publisher....Atari

Developer...In-house

Style.....Shoot em-up

Release.....Early'96

Country.....US

Iron Soldier

The game to show off the Jaguar's much-touted 3D abilities could at last be here. **Edge** dons its assault suit

Format:	**Jaguar**
Publisher:	**Atari**
Developer:	**Eclipse**
Release date:	**Late 1994**
Size:	**16 Mbits**
Origin:	**Germany**

This year's Summer CES in Chicago was used by Atari as a launchpad for over 20 Jaguar games. They were a mixed bag as far as quality was concerned: some of the titles on show displayed a distinct lack of originality (*Kasumi Ninja*), while others were still in the early stages of development (*Battlezone 2000*). But there were also several games that looked encouraging. This select band was headed by German-based Eclipse Software's *Iron Soldier*, which has been in development since November '93. Although the version seen at the show was still only 50% complete, it still managed to impress.

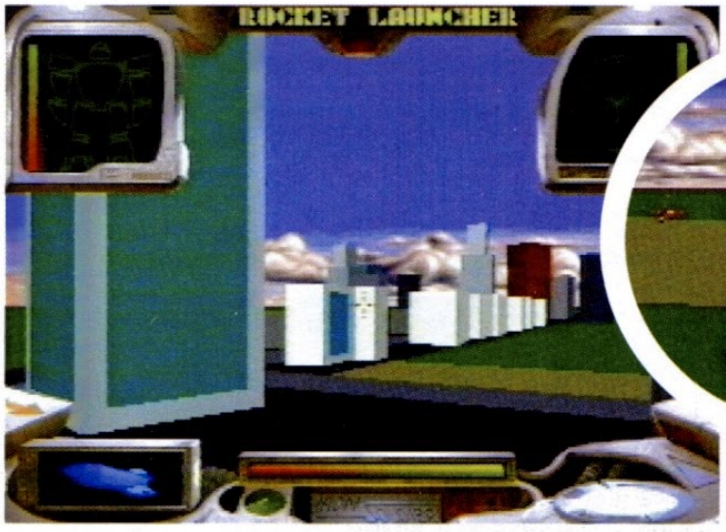
Iron Soldier is based loosely on *Battletech*, but focuses more on combat than simulation. You're put in control of a huge robot and have to battle through the game's 16 missions; exploring, rescuing and, of course, killing are all part of your brief.

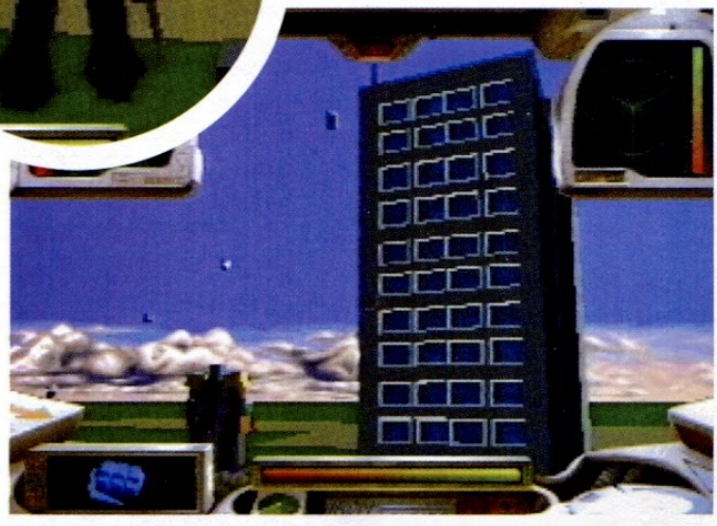
Associate producer **Sean Patten** explains the inspirations behind the game: 'I have always been a big Mecha and Godzilla fan. I'm also a big fan of modern

You can move your 'head' to look wherever you want. Here, your robot looks down on a tank (top) and a house (middle). An enemy robot takes refuge behind some buildings (bottom)

If an enemy robot runs – or lumbers – behind a building, just let loose with some missiles and blow the structure into hundreds of polygons (main and top)

***Iron Soldier*'s explosions are spectacular (above). This one has been caused by some carefully aimed – not to mention beautifully scaled – grenades**



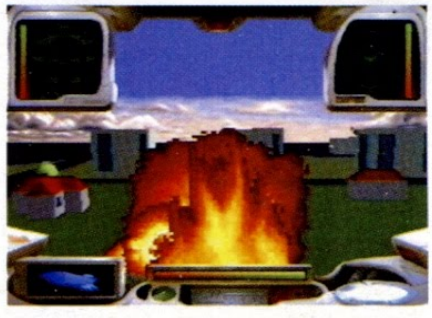


These buildings (above) each consist of 20 polygons. They look very bare at this range because, to keep the frame rate up, the detailing on objects is turned off when you move beyond a certain distance

When you're close to objects, the level of detail increases. An enemy robot (insert)

land combat, which explains a lot of the weapons and enemies in *Iron Soldier*. The tactics and style of city combat appealed to me. I didn't want *Iron Soldier* to be yet another flying game, which is why the characters remain on the ground.'

The game is set in the distant future. Rampant industrialisation and urbanisation have continued unchecked for so long that the Earth's surface is now covered with rusting, sprawling cities. With conflicts becoming increasingly common, there is an urgent need for a new type of weapon which is able to negotiate this landscape and can be mass-produced cheaply. So a group of European developers invents the Iron Soldier, which is capable of negotiating rough terrain carrying a variety of powerful weapons. With the world economy in a disastrous state and global war imminent, the new Iron Soldier is wheeled out for its first taste of action.



These houses are dwarfed by your 14-metre frame (above). Someone is firing at you, but their efforts are wasted

Those helicopters (top) are well animated and also contain some impressive texture-mapped detail. An enemy walks ominously into view (above); attack him before he has time to turn and shoot you

Running, on

average, at 30 frames per second, *Iron Soldier* looks stunningly smooth. The robots themselves consist of only around 200 polygons, but this gives them a square, rugged aspect which somehow suits the game perfectly. There's even a spot of texture-mapping on some of the tanks and helicopters, which scale smoothly into and out of the screen.

Compared to Atari's other forthcoming Jaguar releases, *Iron Soldier* is technically outstanding. Let's just hope that Eclipse don't neglect to give the game some variety – it would be sad to see it go the same way as that other *Battletech*-inspired game, *Battlecorps* on the Mega CD, whose principal flaw was uninspired gameplay.

WORK IN PROGRESS

■ JAGUAR

■ Shoot-'em-up ■ Atari
■ £Unconfirmed ■ Out New Year
■ No other versions available
■ No other versions planned

JAGUAR

IRON SOLDIER

▲ Iron Soldier marries polygon graphics with bitmapping and sprites and all that to produce a more realistic and atmospheric feel.

This game follows the exploits of a breed of fearless mechanised warriors who use their giant robot suits to fight against the enemies of wit and sarcasm everywhere... The Irony Soldiers.

Actually, we're joshing. Iron Soldier is actually about blowing as much as possible out of as much as possible with your 20-storey war robot and accompanying megawatt firepower. Not the most diplomatic of strategies, but hey – this is THE FUTURE, right? And in THE FUTURE a mech's gotta do what a mech's gotta do. And if that means crushing legions of tanks underfoot, then so be it – you douchebags got that? Anyway, if you're some kind of pinko peacenik subversive you'll be happy to hear that it's not all mass destruction and random slaughter. No, your mission is to protect the innocent civilians hiding out in every war-torn conurbation – a bit like in Desert Storm, except without killing any of them.

Well, that's the idea anyway, but we all know how hard it is to stop yourself from blowing up a couple of huge residential tower blocks when you've got the chance. You've got to indulge yourself once in a while; you know, a couple of biccies with your tea of an evening, splash out on a new pair of pants once in a while, cause the unnecessary demise of a couple of thousand law-abiding citizens on a whim, that sort of thing. Of course there's always a big audience for this kind of behaviour, and it's doubtless that Iron Soldier will appeal to a lot of Jag owners.

The real test for this title, however, will be how many units of hardware Atari can shift off the back of it. Perhaps you, as a reader, would care to wait for our forthcoming review in which we spill the beans on the final quality of the product, which should act as a fair indication as to its future success. Thank you.

(Continued overleaf.)

◀ It's inadvisable to use cruise missiles against diddy and manoeuvrable targets such as helicopters. They're too unwieldy to be of much use.

▲ Launch a cruise missile and this is what happens – you have to pilot the warhead to its intended target. Be warned though, they're pretty hard to steer and it's all too easy to accidentally take out a building.

▲ Arm your robot on this screen here. You're given a number of different weapon placement sites, and certain firearms can only be mounted in certain locations and it's important to learn how to get maximum firepower on board.

● GAME BY ATARI ● CONTACT ATARI (0753 533344) FOR INFORMATION

IRON SOLDIER

SIMULATION'S WHAT YOU NEED

As you may have guessed by now, Iron Soldier features an almost unprecedented level of destruction. Not of the gore-spattered Doom/Mortal Kombat type, but more to do with wrecking huge amounts of machinery and brickwork. However, there's a lot more to the game than that, and unless you're prepared to spend a bit of time working out how to pilot your war machine you'll never have the chance to knock over next door's dustbin, let alone send their entire family up in flames.

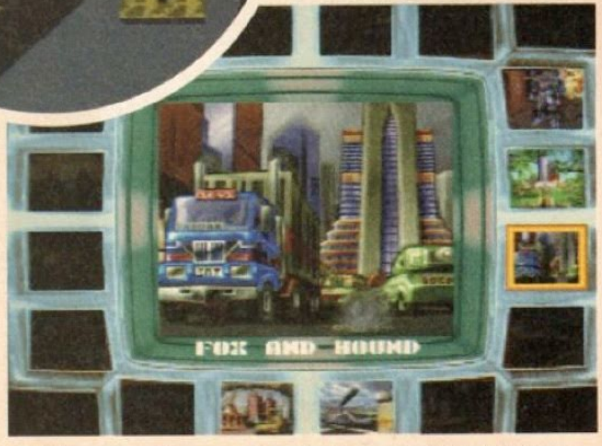
▲ *This is a job for your large robot feet. As well as helping you walk (as these things do with bipeds), they're also quite useful for crushing any ground-based threats, which is enormously satisfying.*

▲ *You might be forgiven for thinking this is your robot reflection, such is the similarity between it and your own mech. Don't try admiring yourself though, because it's actually an enemy warsuit and you'll just get blown up.*

▲ *If you're a bit of a Prince Charles and have a problem with carbuncular bungalows, you'll relish the opportunity to destroy many such dwellings.*

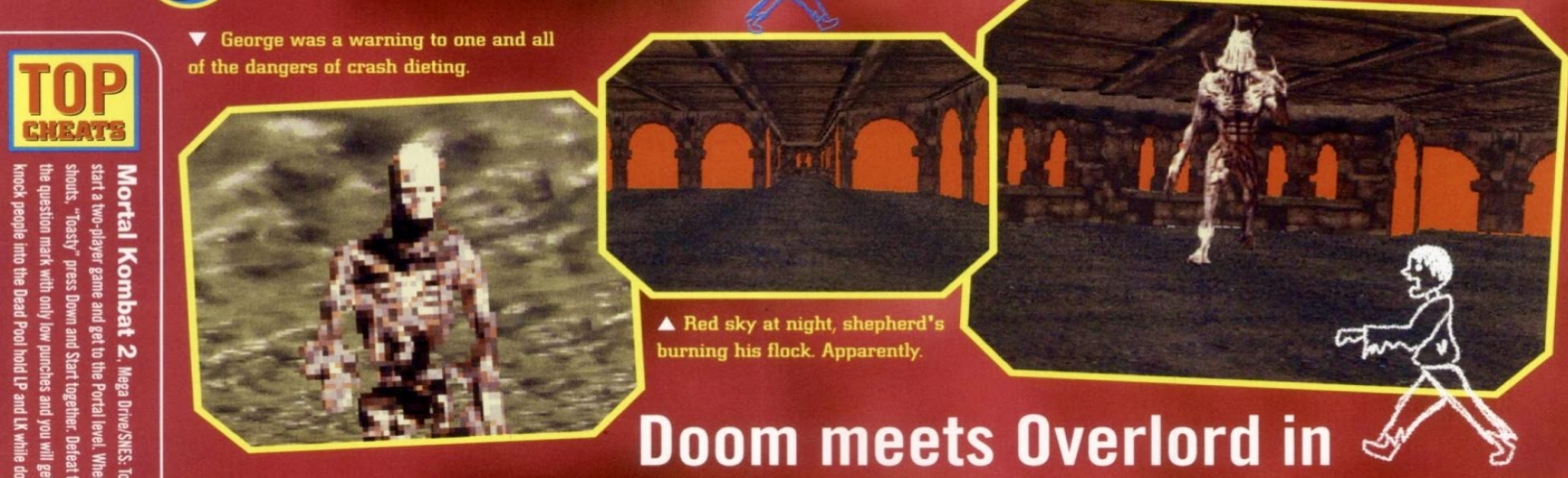
Ooh, a ▶ *bit of threat assessment is needed here. Do you go for the tank or the ground-based missiles? Or do you just use your rocket launcher to blow them both to bits?*

◀ *In keeping with most games these days Iron Soldier enables the player to carve away with a giant chainsaw. It's not quite the same without the splatter, though.*



▲ *This screen allows you to select your next mission from the highlighted possibilities. The further you progress into the game, the more possible assignments are put your way.*

● GAME BY ATARI ● CONTACT ATARI (0753 533344) FOR INFORMATION



▼ George was a warning to one and all of the dangers of crash dieting.

▲ Red sky at night, shepherd's burning his flock. Apparently.

TOP CHEATS

Mortal Kombat 2. Mega Drive/SNES: To get to Smoke start a two-player game and get to the Portal level. When someone shouts, "Toasty" press Down and Start together. Defeat the fighter under the question mark with only low punches and you will get to meet Jade. To knock people into the Dead Pool hold LP and LK while doing an uppercut.

Doom meets Overlord in *Legion of the Undead*

...er... if that's what it gets called

It might have started life in an episode of *Whose Line Is It Anyway*?

Picture the scene – software developers Rebellion are the 'panel'. Clive Anderson asks them to design a game. What kind of game? "Fantasy RPG," shouts the audience.

"Good, good," mumbles Clive. "And a style...?"

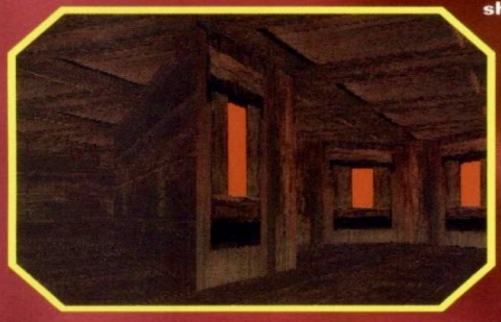
"*Doom!*" the audience shouts back.

"So an RPG in the style of *Doom*. Right, Rebellion, let's see what you can come up with." Ting.

***Legion of the Undead* is still very much in its early stages, but already there's evidence that it's going to be an RPG with a difference. Apart from some very moody graphics ("with *Doom* lighting effects but done properly," say Rebellion) it promises to have some of the most interactive puzzles ever.**

The first-person perspective is further enhanced by the fact that you'll also be able to look up and down as well as the usual side to side.

So, will it be a hybrid or mongrel? We'll see when the game comes out next year.

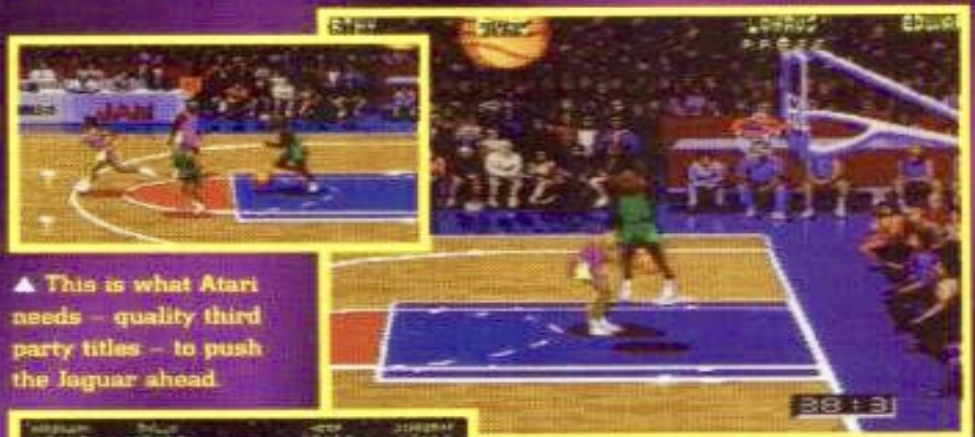


◀ There'll be something nasty lurking around every corner.

Machine.....Jaguar
Publisher....Atari
Developer...Rebellion
Style.....RPG
Release.....Early '95
Status.....25% complete

Acclaim join Atari for a bit of a Jag 'n' Jam

Atari's bid to get a better portfolio of games together for the £149 Jaguar has just been boosted by signing up the rapidly-expanding might of Acclaim Entertainment in a three title deal. This includes *NBA Jam Tournament Edition* and *Frank Thomas 'Big Hurt' Baseball*. The third title is yet to be announced, but we have a sneaking suspicion it'll be the licence of the Summer Blockbuster film *Batman Forever*. The Jag needs a quality beat-em-up, and this rendered beauty could be just the thing...



▲ This is what Atari needs – quality third party titles – to push the Jaguar ahead.

▲ Bit of a shame that *White Men Can't Jump* is going to be released prior to this though, eh?

◀ For further details about Atari's Jaguar releases planned for the autumn turn to pages 28 and 32

Phase Zero

Hyper Image, based in the US near Washington D.C., are a group of young programmers who got together in 1994 to begin developing games for the PlayStation, Saturn, 3DO and Jaguar.

They have recently been working on a new hovertank 3D combat game for the Jag, called *Phase Zero*. Set in the future as-per-bleedin'-usual, you slip on the helmet of a pilot of an attack hovercraft, helping an important corporation fend off others seeking total global domination.

You'll get to zip across a variety of landscapes during the game, including decaying cityscapes, desert wastelands and deep, snaking canyons, all finished off by 'Displacement Texture-Mapping' and accompanied by an industrial techno soundtrack. We have yet to hear this, though, so we'll reserve our judgement until the finished thing, like.

Machine.....Jaguar
Publisher....Atari
Developer...Hyper Image
Style.....Shoot-em-up
Release.....TBC
Country.....UK

▲ Cor! A futuristic shoot-em-up! It's unusual and everyfink! Humph.

WORK IN PROGRESS

■ JAGUAR

■ £Unconfirmed
■ Racing
■ Time Warner

■ Programmed by Time Warner ■ Initiated February 1994 ■ 85% complete ■ Mega Drive and SNES versions planned ■ No other versions available ■ Estimated release May 1995

POWER DRIVE RALLY

What the world needs now is love, sweet love, love's the only thing that there's just too little of. That and decent racing games on the Jaguar, oh but lookey here...

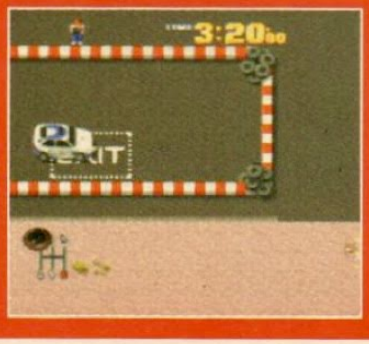
Check out that kooky tunnel lighting – just like the real thing, eh? ▼

Surely there can be no more townie a sport than rally driving. Let's face it, rally driving is a sport where men with moustaches drive Escorts over some muddy hills at high speed. What's amazing, though, is the number of people who turn up at various points along the course to watch. *Why?* The cars set off about ten minutes from each other, so you've got no chance of seeing an exciting battle for pole position. Indeed, unless you happen to be parked at a particularly dangerous bend all you're going to see is a succession of Escorts going past. You'd be better off sitting at the exit of a housing estate cul-de-sac – at least you might get to see a Capri if you're really lucky.

But perhaps this is being uncharitable. Rally driving is probably quite good fun as a participator sport. Someone obviously thinks so, because all the joys and splendour of rally motoring have been packed into a wickle Jaguar cart thanks to those kooky Time Warner types and its forthcoming Power Drive Rally game.

NO TALKING, SCUM

Bonus levels aren't something you expect when you play driving games, it has to be said. But that doesn't stop Power Drive Rally having one, oh no. From what we can work out, it's a sort of driving test thing, where you're judged upon the speed and accuracy with which you perform a number of manoeuvres. This should also give you the opportunity to get a bit of fine-tune practice in before the next level. Hooray!



Power Drive Rally is an overhead view, rotational steering effort which features an assortment of courses and conditions. And that's about all we can tell you at present, apart from the fact it looks rather promising. We'll tell you all about it in the review in a couple of months' time.

The tracks you leave in the snow are still on the course on the next lap. Ace. ▶

▲ ***Cop a Mark Thatcher out here on the desert courses (except Mum won't be able to call out the entire airforce to look for you).***

● GAME BY TIME WARNER ● CONTACT TIME WARNER (01604 602800) FOR INFORMATION

Other cars make appearances in Power Drive, something which doesn't often happen in real life rallying.

TRACKS OF YOUR STEERS

Rallying might make a rubbish real proper sport, but it looks like a really good idea for a video game. The variety of courses, weather conditions and lighting means each race can be completely different from the last, which obviously bestows major lastability potential. In the spirit of the game we thought we'd be caring and sharing and show you just some of the tracks you can expect from the finished cart.

Wow, look at those ace headlight effects! Groovy!

Even the trees have shadows – what attention to detail.

Watch as water flows effortlessly under the see-through bridge! Incredible!

Weather conditions really affect your performance wildly.

Vrrrrm, skreeee-ee, pok! There's action for you.

Your car actually skids differently on mud than it does on snow.

Rayman

It's undoubtedly pretty, but will the Jag's flagship platformer send Mario running for cover? **Edge** isn't so sure

With 24bit colour and beautifully drawn characters, ***Rayman*** **is undeniably good-looking. But it's gameplay, not graphics, that will sell it to the Mario generation**

Before entering each area of Hereitscool, you're introduced to the inhabitants and given a glimpse of the local architecture

Format:	**Jaguar**
Publisher:	**UBI Soft**
Developer:	**In-house**
Release date:	**TBA**
Size:	**16 Mbits**
Origin:	**France**

It's a matter of record that no console has ever succeeded without a cutesy platform game. Ever since *Super Mario Bros* first appeared on NES screens, every home machine has been obliged to offer its own equivalent to Nintendo's seminal platformer, and players have felt equally obliged to devote substantial portions of their life to playing them. With both Mario and the pretender to the platform throne, Sonic, still enjoying unmatched popularity, the Jaguar's contribution to the genre needs to be impressive to make any kind of impact.

And that contribution is *Rayman*. The game plunges you into the computer-generated fantasy world of Hereitscool, a product of the imagination of Jimmy, a ten-year-old boy. Within this world Jimmy is The Rayman, a character with the power to animate objects around him. Rayman is striving to protect Hereitscool from an evil presence threatening Jimmy's make-believe world and save his imaginary friends before it's too late.

Because the NTSC version trundles along at only 30 frames per second (most platformers run at 60fps), the animation in *Rayman* is gloriously smooth. Rayman himself can call on over 50 animation sequences, and he meets more than 50 detailed enemies during his ten-level journey. All this takes place within a playing area 40 screens long and four high.

With the game obviously aimed at a young audience, crunch time for *Rayman* is Christmas, when it will be up against Nintendo's *Donkey Kong Country*. It could be tough going for the Jaguar. E

Because the NTSC version trundles along at only 30 frames per second, the animation in *Rayman* is gloriously smooth

Humorous touches like this abound, and will go a long way towards making *Rayman* attractive to young children come Christmas

Will Rayman be the Jag's Sonic? Graeme Rutt gets a sneak first look...

The Jaguar is, by admission of Atari UK, a "hard" system: it will feature games bedecked with suspense, blood, guts and gore. When you've been splattered with yellow-green *Alien* gunk and you've watched someone's head and torso explode in *Kasumi Ninja*, you kind of realise what they're getting at. What space is there then for a platform adventure as cute as cute can be without a single looping blue intestine or drop of blood on display?

When it's as lovingly crafted and as visually stunning as *Rayman*, I'd argue that there's a place for it in *everyone's* collection.

It's prettier than a cartoon, equally as funny and promises to feature excellent game-play. Who knows – maybe *Rayman* will become to the Jaguar what Sonic and Mario are to Sega and Nintendo.

TRIED AND TESTED

Rayman is the alter-ego of Jimmy, a ten-year-old schoolboy who's built a virtual reality world called "Hereitscool". Rayman is the local superhero, bringing love, peace, joy and animated life to everything therein, be they rocks, insects, trees or mushrooms. Recently, an evil power has entered Jimmy's virtual world, and it's hell bent on destroying everything he's created.

It's Rayman's task to prevent this from happening, to save his friends and to bring harmony, apple pie and the American way back to Hereitscool. OK, so it's a plot that's a little, erm, *used*, working for everyone from Bananaman to Captain America but if you must have a plot, it may as well be a reasonably functional one.

And yes, it *is* another platform game, but it's a *vast* platform game. There are 10 levels in *Rayman*, each being 40 screens wide by four high. It features many levels of super-smooth parallax scrolling, with each level built up from a sixteen million colour palette. There are tons of puzzles and 50 gloriously animated enemies to come across and defeat.

Rayman himself is built up from over seven separate sprites, none of which are connected. This gives him a gloriously sloppy, comic look that reminds me of almost every famous cartoon character I can think of, without aping any of them.

If this isn't enough, Rayman has over 50 animated actions ranging from a helicopter kick that makes him fly, through to walking on his hands and sticking out his tongue if he's bored. His punch, in particular, is incredible, winding up and up until you release the button, when it flies out to astound his enemies. Pure cartoon action, sure to have all us kids (grown-up or otherwise) trying to stifle our giggles to retain that all-important hard-lad image.

AUDIENCE

Don't be fooled though: just like *Who Framed Roger Rabbit?*, *Rayman* is *not* just for the kids, and that's really the main selling point – this game is an escapist paradise from the tension of the other Jaguar titles. UBI Soft, the French company developing this title, has a real winner here, and Atari finally has a "character" that will help to define the Jaguar. And it *needs* it.

Hell, it's nearly Christmas (it may *be* Christmas by the time you read this) and the Jaguar needs a big game to catch that all-important parent market.

They're up against it, in the form of *Donkey Kong Country*, surely *Rayman*'s subordinate (in the graphics and sound department) yet, equally surely, the winner in the sales stakes.

This, though, is beside the point. *Rayman* looks like it will be an excellent, entertaining game, and one that will help sell consoles, the real point of this second-wave of Jaguar titles. *Rayman* will be available at the start of 1995 – I'm looking forward to it.

Finally, a quick story about the Jaguar Première. In the high dome of the Planetarium, with the press and industry bods in attendance, there were just two general laughs: one for an *AvP* advert and the other for *Rayman*. There goes our image, lads...

JAGGED EDGE

CUTE ROUTE

FIRST IMPRESSIONS

Let's face the music – and prance! Talk about blowing your own trumpet...

The look on Rayman's face leaves you in no doubt that his friend is about to make a splash landing!

Pumpkin palace – complete with a couple of tiddlers on the roof...

Boredom on Rayman's part results in a flash of the tongue!

Magic mushrooms – Rayman's colour palette is truly breathtaking.

► Lots of choice weapons are yours for the taking. Take them NOW!

▲ Oi! brown spodge, you're ruining our nice city! Gercha!

► Ah ha, now we have you in our sights!

Skyhammer

Rebellion, developers of *Alien Vs Predator*, are about to unleash their latest creation for the Jaguar. Its name is *Skyhammer*, it's a 3D flight game and it's looking a mite tasty.

Set in the year 2051 you play the role of a ruthless mercenary, taking care of dirty work for the highest bidder. Assassinations? No problem. Rescues? Right you are then. Nipping down the shops for half a pound of sprouts? You betcha. No job is too tough 'cos you are a *Skyhammer* and you don't take any nonsense from anybody. Alrighty?

A once great city has fallen under the control of three vast corporations. Its streets are dark and foreboding, a once golden age of prosperity having long since passed, leaving only the stench of decay in its wake. And driven by despair the once placid populace have transformed into a violent and thoroughly unpleasant bunch. It's all a bit like Hartlepool.

These streets form your battleground as you bomb around in your ship picking up good things and killing bad things – of which there are many. However, lurking amongst the numerous enemy craft are good guys who're on your side, helping you carry out your task. Advanced AI routines mean that they'll take a lead from your actions and work as a team with you. Good job your targeting and weapons systems are linked, avoiding a potential friendly fire incident isn't it?

We're sure Rebellion won't mind if we say that *Skyhammer* reminds us of the PC smash (and imminent PlayStation release) *Descent*. Both games offer the player complete freedom of movement through a texture-mapped, claustrophobic 3D environment.

The game uses a specially developed 3D engine and from your comfy seat in the cockpit the city streets loom out of the darkness, both quickly and smoothly. The old 'darkness' trick is used cleverly to cut down the amount of scenery that needs drawing, which helps to keep the game speedy. How very cunning.

If you recognise the screenshots, that's because we ran some in issue one, when it was known as *Hammerhead*. Here's hoping *Skyhammer* fulfils its promises and finally ends the Jaguar's 'good game' famine.

Machine.....Jaguar

Publisher....Rebellion

Developer...In-house

Style.....Shoot-em-up

Release.....TBC

Country.....UK

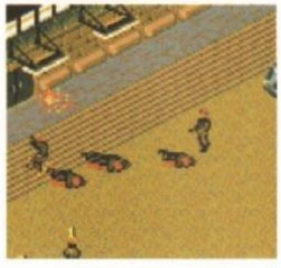
■ JAGUAR **EXCLUSIVE**

■ STRATEGY
■ £TBA ■ OUT NOVEMBER

■ PC, MAC AND PC CD-ROM VERSIONS AVAILABLE
■ SNES AND MEGA DRIVE VERSIONS PLANNED

Syndicate

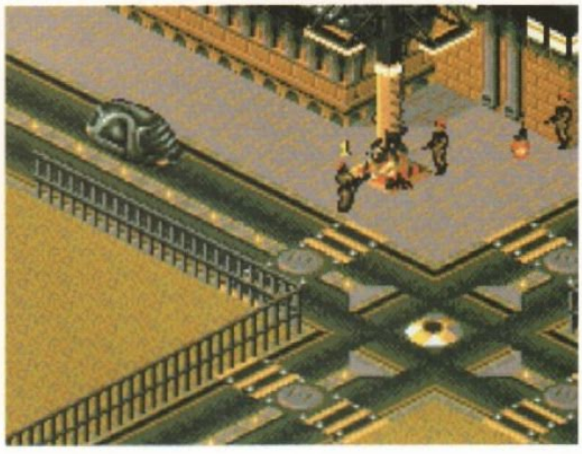
It's violent, it's dark, it's one of our favourite games and it's going to make a big impact on the Jaguar...

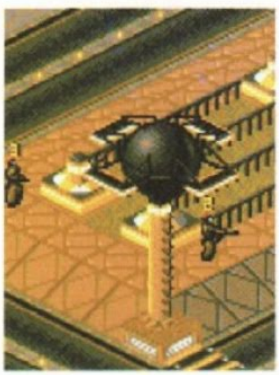


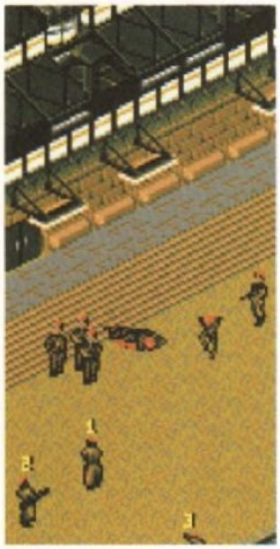
The cyborgs can be moved individually or as a group. It often pays to strategically position one, preferably armed with a mini-gun, as a look-out for enemy agents. ▼

BIG ***Bang*** One of Syndicate's main features are the massive, and very destructive weapons you're given to play with. For close-up combat there's the shotgun. If your target's in a crowd you can finish everyone off with the rocket launcher, or for pin-point accuracy there's always the laser rifle.

Considering the complexity of the gameplay, the controls are very straightforward. You simply click on where you want your cyborg to go to or, with another button, where you want him to shoot. ▼







▲ *As well as being kitted out with new weapons, your cyborgs can also have updated body parts added. Fresh legs will get them moving faster while new eyes increase accuracy.*

Syndicate marked the return to the software world for Bullfrog, the company behind the ground-breaking Populous; – and now it's set to be a milestone title on the Jaguar. It will be the game to prove that consoles really aren't just kids' stuff any more. Unlike the censored SNES version, Jag Syndicate will have all the blood and action of the original PC game – and it looks like it will be even more playable.

Set in a violent future where the world is controlled by giant corporations, the only corporate take-over you'll find will be by the barrel of a gun. These syndicates have long since given up negotiating any share deals, instead they prefer the direct approach, when they want something done they send in a team of heavily armed cyborg death machines to negate the unruly and kidnap anyone of potential use.

This is where you fit in. Your syndicate has taken a hammering and it's been left to you and your cyborgs to pick up the pieces. You command up to four cyborgs at once through 50 missions, dealing death to anything that gets in your way. Syndicate is going to be massive on Jag. Watch this space.

◗ **Game programmed** by Bullfrog ◗ **Contact** Bullfrog (0483 579399) for more information

PREVIEW

This game's already been awarded "Best Game of the Show" at the Las Vegas CES, so it had to be good, didn't it? Jeff Minter's first Jag creation is ready, and Andy Nuttall went to sunny Wales to see what all the fuss was about

● Jeff does like his superlatives. Assuming you're doing reasonably well, words such as these fly towards you at an alarming rate – but, interestingly, they never seem to interfere with play.

Outrageous! Although he's always been known for producing splendid software, Jeff Minter's finest hour is yet to come. The man responsible for *Gridrunner* on the Vic-20, *Revenge of the Mutant Camels* on the C64, and *Colourspace*, *Trip-a-Tron* and *Llamatron* on the ST, recently completed the coding on his premier work for the Atari Jaguar. Stand back *Cybermorph*, and stand well back *Crescent Galaxy*, *Tempest 2000* is here. And it's no longer just a simple arcade game.

You see, *Tempest* was a coin-op game produced by Atari in the early '80s. Created entirely using simple vector graphics (coloured lines, basically) *Tempest* displayed a range of three-dimensional "webs" on the screen, along which travelled nasties with names like Fuse Balls and Pulses. Your spaceship, also made from vectors, moved clockwise or anti-clockwise around the top of each web, and firepower was directed down the web in the direction of the nasties. You known the phrase "Sometimes the simplest ideas make the best games?" That was created for *Tempest*. It's possibly the least complex game of all, barring perhaps *Pong*, but even ten years later people regard it as one of the best because it's so playable. Jeff Minter's had one of the coin-ops in his house for a number of years, so he knows all about it – and when someone in Atari suggested

● The "Excellent" signifies your prowess at shooting enemies. It's accompanied by a subsonic, booming voice – in exactly the same style as the *Mortal Kombat 2* coin-op. Go and have a listen to see what we mean.

> **"*Tempest 2000* is here. And it's no longer just a simple arcade game"**

A NOSTALGIC VIEW...

To complement the out-and-out mayhem of Tempest 2000, Jeff has kindly provided "mellowing out" stages. These are disguised quite heavily as bonus levels, but their main purpose is to provide a break from the main action. Probably. Anyway, there are three different types, here's a quick run-down:

Flying the bacon

So-called because some chap at Atari thought it looked like you were flying over a few rashers of sliced pig, Flying the Bacon actually features a texture map made from a bitmap of Jupiter's surface. Your ship constantly moves forward, and the idea is to fly through the differently-coloured rings. Hit an arrow symbol, and you fly through the bacon to the other side, and fly the rings there.

● The bonus screens move very slowly at first, so it's not difficult to pick up some serious points at this stage. It does get harder, but slowly – so you do get a chance to calm down.

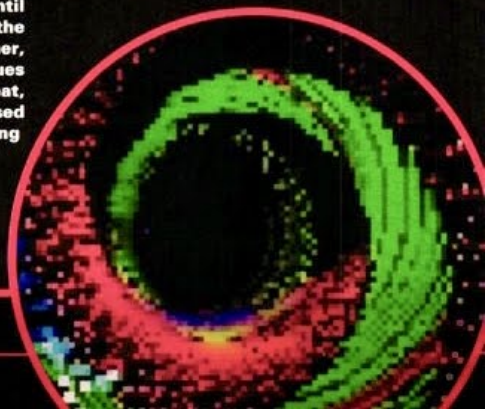
Meltdown

If there was an award for the most bizarre-looking graphics, Meltdown would win it. Using an effect which Jeff calls Video Feedback, where a screen is manipulated and the result is fed back through the manipulator. Sounds weird? You wait until you see the results – all the colours melt into each other, creating new shades and hues as you travel. This is great, except when you're supposed to be concentrating on flying through hoops...

● This screenshot is deceivingly dark, not really showing the bright psychedelic nature of the level. However, screw your eyes up a little, and wave the mag around – that comes close

Particle city

Given Jeff Minter's instruction "Follow the green path," you do exactly that. After all, he is the man in the know. The green path spirals and meanders down the inside of the "particle tube," which isn't



Tempest 2000

● Even the introduction screen is entertaining. A multicoloured texture-mapped background waves like a flag as you select your options. Ludicrous, yes. OTT, yes. Excellent, yes.

he converted it to the Jaguar, he jumped at it eagerly.

"When I first went to a Jaguar Dev-Con," Jeff told us, "they had a list of the games they wanted doing. I saw *Tempest*, and I liked playing it, and because I'd had so much fun doing *Llamatron* I thought I might do the same kind of thing with *Tempest*."

Psychedelia overload

If you've ever played a Jeff Minter game before, you should already know about his taste for the, ah, psychedelic. Indeed, *Colourspace* and *Trip-a-Tron* were ST programs designed to simulate some of the effects of an LSD-type "trip." Dubbed Light Synthesizers by enthusiasts, the two programs showed off the potential for displaying swirls and blends of colour using an ST. Colours and designs changed depending on external stimulus, such as sound or music, or even movements of a joystick.

● Your smart bomb weapon (one per level) sparks off all manner of mayhem on the web. Anything near the top gets zapped by a million volts – you can almost smell the singeing.

"The whole game is so techno," as Jeff put it. "You could put it on a wall in a rave"

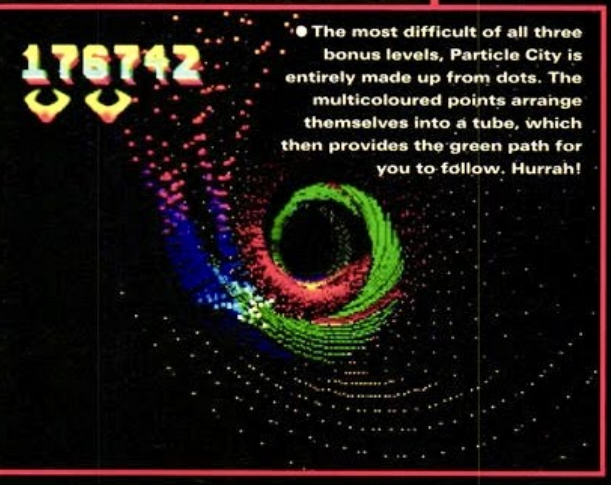
Jeff again: "I had definite ideas of which way I wanted it to go. I wanted to give it a very distinctive style, because *Tempest* always looked so different from other games. I particularly wanted to show off the Jaguar, doing loads of mad particle fields and Gouraud shading and stuff, and not just do it in a mundane way – do it so that it stands out, you know? I mean, people look at this and go 'Whoa, I've never seen anything quite like this before.'"

So, instead of simply converting *Tempest* to the Jaguar, Minter has done things with it that really only he could do, using his knowledge of gameplay and the principles behind *Trip-a-Tron*. The original static line-drawn webs have been replaced by full-colour Gouraud-shaded models, which drift around the screen to keep your ship central.

Jeff aimed to keep the game as "in your face" as possible, with different things happening all the time, and no let-up in the gameplay. The nasties just

really the name for it, but we think it sounds good. Hit right or left to move your ship clockwise or anticlockwise, to stay on the track.

If your ship misses, you're given a split second to get it back on. The spiralling gets tighter and tighter as you go along, so keeping on the track can get very difficult. If you lose, then it's back to the game again.



● The most difficult of all three bonus levels, Particle City is entirely made up from dots. The multicoloured points arrange themselves into a tube, which then provides the green path for you to follow. Hurrah!

● The cube at the bottom is an AI (Artificially Intelligent) Droid – a pickup which gives you the added firepower of a computer-controlled ally. You can choose to switch this on constantly if you wish.

keep on coming – all the originals plus some new ones added to beef it up.

Power-ups, when collected, display themselves in huge multi-coloured characters across the web before exploding into thousands of tiny star-points or particles. Similarly, the animated and Gouraud-shaded enemies shatter into tiny pieces when shot, showing off many different types – and shapes – of explosion which create psychedelic effects of their own.

"The whole game is so techno," as Jeff put it. "You could put it on a wall in a rave. Actually, we're going to do that. When I go out with the Virtual Light Company we're going to take Jags with us. I've got various light synthesizers which run on the Jaguar, and we're going to use that and also display *Tempest*." In fact, you could easily imagine every rave employing the skill of *Tempest 2000* to add elements of interactivity to their activities.

● Plenty of power-ups give you a huge amount of fire-power, which only lasts for a single level. Each level provides a Particle Laser almost immediately, so you should have no trouble killing the baddies.

● The hot lips provide quite a difficult challenge, because the web's small and the nasties don't have to travel so far to get you. Colourful, eh?

Ground shaking

A range of sampled voices calmly speak to you throughout, informing you of your progress – "outstanding," "excellent," – giving the whole caboodle a coin-op feel. And the music – well and truly composed by Imagitec Software, they of *Raiden* and *Dino Dudes* infamy – is possibly the most fitting ever written for a video game.

The main theme is a heavy techno track, bordering on rave, with superb synth voices and samples blasting through your TV – or, for a rare experience, through your hi-fi. In Jeff's house, even through a relatively small stereo (cranked up, admittedly), the floors and walls shake with exhilarating subsonic bass samples. Use headphones for fear of upsetting the neighbours – unless you live in rural Wales, of course, where the only neighbours are two sheep called Flossie and Mollie.

Imagitec really have got the sounds spot-on. "I sent them a video and a long letter, telling them what the game looks like and the kind of feels that I wanted – especially the contrast between the bonus levels and the main wave. They did a very good job. In fact, they gave me 13 tunes, and I could only use seven, so Atari are going to release the game with a CD of the soundtrack."

● The colours and concepts which *Tempest 2000* is built on really confound – that's the idea. The main reason why Jeff Minter likes the Jag so much is because it can display lots of colour.

"The main theme is a heavy techno track, bordering on rave, with superb synth voices and samples blasting through your TV experience"

And then, just when your eyeballs are screaming at you because of the colour and speed overload, and your throat is hoarse from screaming "This is outrageous!" to the nearest person who's listening, a bonus level appears which is designed to calm you down.

The three bonus levels are pretty simple, requiring small movements from the joypad to guide a light particle cloud either through a series of rings or along a spiralling random path. As you play, a mellow dub-bass melody exudes a calming effect – again, top marks to Imagitec for the music.

The plan is to keep you going for as long as possible before sticking you back in the full-on action of the main game – something which comes as quite a shock after the mellow bonus levels, forming an amazing and exhilerating contrast. Check out *Tempest 2000* when it's released in a couple of months – you really haven't lived until you've see it. ***stf***

● *Tempest's* full of interesting shapes - take this cat's head. Strangely, Jeff didn't seem to make the connection until someone pointed it out. It's like looking at clouds, people see different things in different ways.

◀ The icons allow you to quickly access things.

◀ Hmm. It's all a bit spooky and green for our liking.

◀ Some sort of ... It scares us!

Towers 2 — Plight Of The Stargazer

The Jaguar is finally set to get an RPG. And about bloody time too. It boasts over 350 creatures to interact and scrap with, and 600+ items to pick up, admire and shove in your furry nap sack (all hail the Great Inventory).

You begin the quest shipwrecked on Lamini, and while waiting for your boat to be repaired go off exploring. You learn that Lord Daggan, a geezer who once was top bod around these parts, locked himself away in his tower, and when questioned ended up burning down the village.

But when anyone was sent to sort him out, they never returned. Thieves have been spotted leaving the tower though, weighed down by huge bags of cash. And yep, you've guessed it, you decide to head into the tower and take on Mad Bloke. As a Brucie bonus the people of Lamini will let you keep anything you find and build you somewhere to live. Put your very existence out on a limb and you get a house. Brilliant. Just like real life.

The game goes for a 3D engine, but curiously only gives you the chance to select from four heroes when you begin a new game. But, aha-ha!, each gets a randomly generated selection of statistics each time (covering the traditional Games Workshopified Strength, Intelligence, Wisdom, Dexterity and Constitution). The game screen is constructed for comfort, allowing you to simply click on icons to check your statistics, sleep (to restore health and mana) and load/save games etc.

At last, something on the Jag with a bit of meat.

Machine.....Jaguar (cart)

Publisher....JV Enterprises

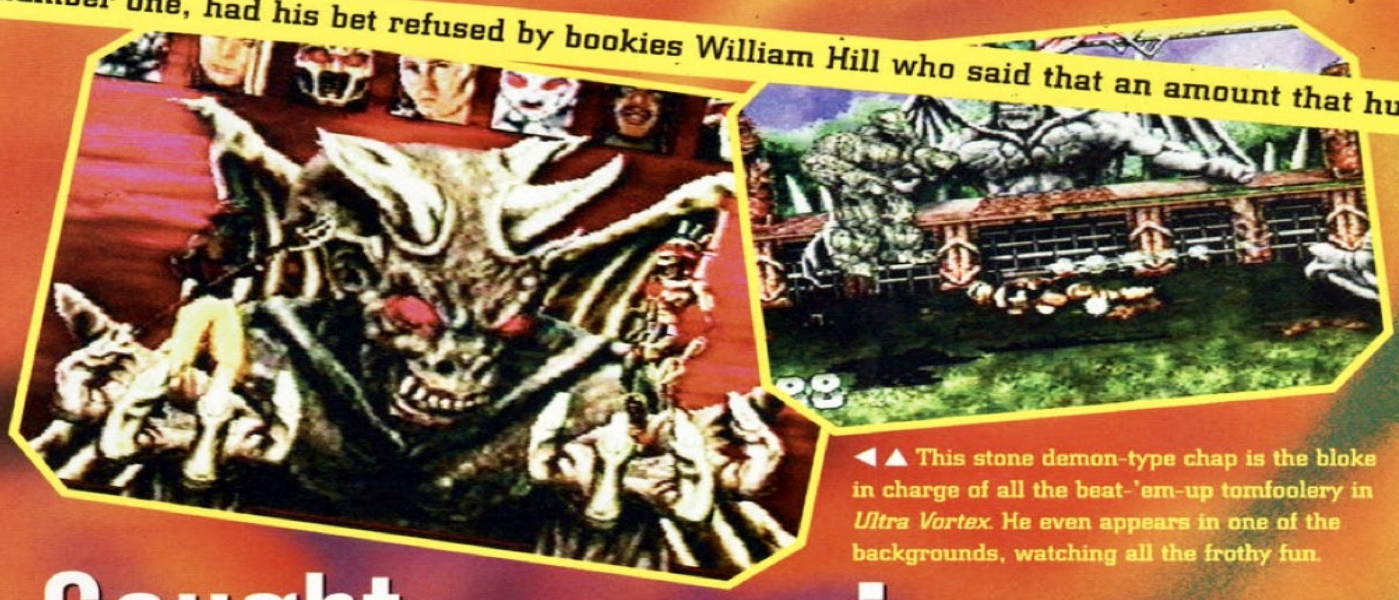
Developer...In-house

Style.....RPG

Release.....March '96

Country.....US

number one, had his bet refused by bookies William Hill who said that an amount that huge wasn't



◄▲ This stone demon-type chap is the bloke in charge of all the beat-'em-up tomfoolery in *Ultra Vortex*. He even appears in one of the backgrounds, watching all the frothy fun.

Caught up in a spin and you can't give in? *Ultra Vortex* should knock some sense into ya

Deep in Atari beat-'em-up land, something painful is brewing. And it ain't indigestion. *Ultra Vortex*, you see, is a violence-stuffed spring roll of prime beat.

In style it's similar to *Kasumi Ninja*, but sniff hard and you'll find a *Mortal Kombat* aroma lingering beneath.

The lavish, highly-detailed backdrops are more impressive than any found on the recent crop of beat-'em-ups, and there are some really spooky characters (a man crafted from stone, a bright white ice-bloke, that sort of thing).

The fighters are of the 'digitised real people' variety, each with their own weapons or special attacks. The character selection screen is also the best we've seen lately, featuring a huge stone demon. Looking fine. Looking damn fine.

▲ *Ultimate* loves one line captions...

Machine.....Jaguar

Publisher....Atari

Developer...Atari

Style.....Beat-'em-up

Release.....February '95

Status.....75% complete

▲ The backgrounds are particularly fine in this game. Let's hope these are matched by some fine playability...

WORK IN PROGRESS
JAGUAR

■ £Unconfirmed
■ Beat-'em-up
■ Atari

■ Programmed by Beyond Games ■ Initiated 1994 ■ 90% complete ■ No other versions planned ■ No other versions available ■ Estimated release July

ULTRA VORTEX

▲ Oh dear, he's just made a silver mess on the floor.

▲ Poor girl's knackered after a night's clubbing.

After the poorly received Kasumi Ninja, Atari, keen to see their much maligned Jaguar consume at least one scrap of the beat-'em-up market, have Ultra Vortex on the brink of completion.

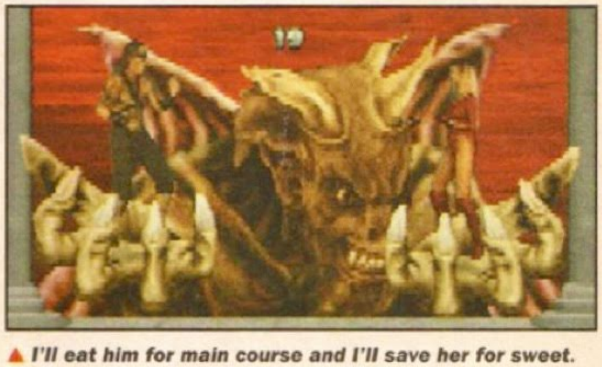
And yes, Ultra Vortex is a beat-'em-up and not some new kind of bleach-based toilet cleaner which has been reformulated to destroy all known forms of germs dead.

The action, which is at this point quite tricky to get a measure of, centres around the discovery of an ancient tablet which tells a real corny tale about a demonic entity who's got nothing better to do than test humankind's strengths and weaknesses through pre-history. Fisticuffs commence as he returns to challenge Earth's finest warriors to a battle to the death.

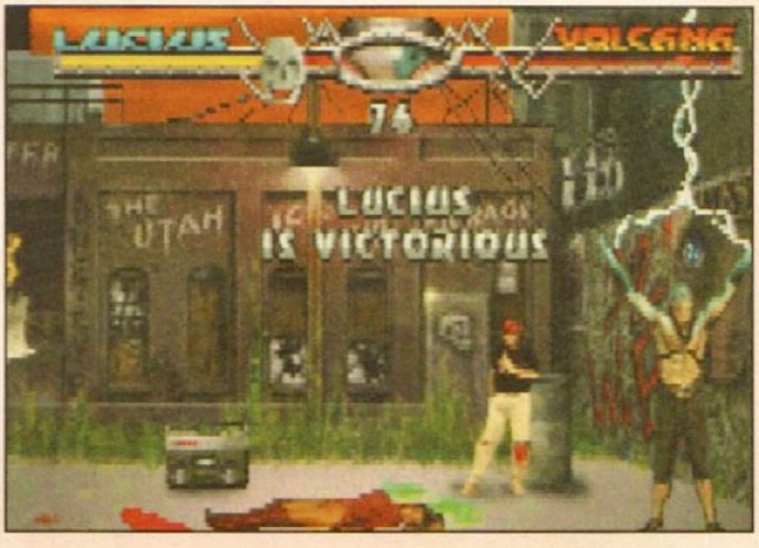
Ultra Vortex promises buckets of blood, a wide variety of moves and the gentle wiff of perfume that is playability. Let's hope for Jag owner's sake that their nasal passages are rewarded rather than overcome by the toxic stench of an unplayable u-bend lurker.

▲ Oi, you! Skinny bloke. Why've you got trowels for hands?

▲ This chap's like a kind of muscley Silver Surfer with no personality.



▲ I'll eat him for main course and I'll save her for sweet.



● GAME BY ATARI ● CONTACT ATARI (01753-533 344) FOR INFORMATION

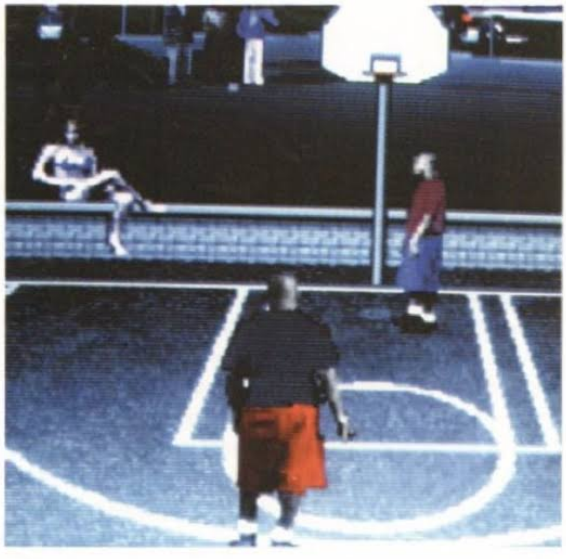
■ JAGUAR

■ SPORTS
■ £TBA ■ OUT DECEMBER

■ NO OTHER VERSIONS AVAILABLE
■ NO OTHER VERSIONS PLANNED

White men CAN'T JUMP

▲ *Each stage will have its own opposing basketballers who get progressively more skillful throughout the game.*



It's the Jaguar's very own two-on-two baseketball game, so get ready to boomshakkal... well, you get the idea.

◀ *If Atari can make this game as playable as NBA JAM on the Mega Drive and SNES, but with great 3D graphics, it will be on to a real 'basket' of a game.*

White men can't jump, apparently. But the black-and-red Jag can provide you with a basketball game like you've not seen before. This is *street* basketball (much like us Brits kicking a footie against a wall and hacking your mates' shins out), only this time it's two-on-two with marvellous 3D graphics.

It's polygon-overload as the texture-mapped players step out on to the court. The player's view point pans and zooms as the game ensues and, although this is still only very early on in its life, the effect is unlike anything you've ever seen in a basketball sim.

White Men Can't Jump by Trimark Interactive. Contact Atari (0753 533344) for more information.

WOLFENSTEIN 3D

In which you too can shoot Erich von Stroheim and George Sanders. In a way

PREVIEW

PUBLISHER: ID
PRICE: £45
RELEASE DATE: END OF JUNE

The good news is, the Nazis are in. If you're unfamiliar with the Great Nazi Fiasco connected with this game, when Nintendo licensed *Wolfenstein* for the SNES, they insisted that all Nazi references and imagery were removed. So, for example, you still find portraits of Hitler on the walls, but it isn't really Hitler because they've coloured over his moustache. And the guards, previously shouting "Halten," and other such damnably outrageous phrases, now drawl, "Stop," in heavily American voices. No one quite knows what Nintendo are thinking of, but the message that comes across is that it's all right to shoot people through the head with a chain gun, but they mustn't be Nazis for fear of offending, er, Nazis.

Happily, Jaguar *Wolfenstein* remains true to PC original. In the war movie-staple plot, you're a ludicrously beweaponed soldier sent to assassinate Hitler, but you've been captured and imprisoned in the sinister Castle Wolfenstein. The game starts just as you escape from your cell, and you have to move up through the levels of the castle, decimating everyone you meet with that ludicrous weaponry and indulging in a spot of lucrative looting on the side.

These screenshots are a mixture of PC and SNES pictures. The Jaguar version makes them look etc etc etc.

A bit rascally

If you're a PC owner, you can't move without falling over yet another texture-mapped 3D blasting game. *Wolfenstein* is the game that started the whole thing. (Probably.) If you imagine, say, *Alien vs Predator*, but more cleanly presented, as if you're running around hospital corridors maintained by an almost, but not quite, competent caretaker, you have *Wolfenstein*. Sort of.

The annoying thing about the Jaguar version is that it's a straight PC port. Judging by what John Romero says about the capabilities of the machine (page 79, corroboratory evidence fans) that's a scandalous waste. As it stands, the original code had to be slowed down in order to work, and it's still exceptionally zippy. Too much so, in fact. The famous Wolfenstein Wobble, where you round a corner and spin out of control as you overcompensate in trying to get back on course, is frighteningly amplified and rather shabby. You get the feeling *Wolfenstein* is being rushed out to let the programmers concentrate on the *Doom* conversion.

But it's still the top game it always was. The feeling of ghastly danger as you sweep through the complex is unparalleled. It's not really paranoia, because there usually is somebody behind you. And those umpteen doors don't really help – the Nazis can open them as well, but at least the accompanying whines giving you a vital clue as to which direction they're going to spring from next. Apart from the hopelessly ineffectual soldiers, Castle Wolfenstein is guarded by smarter officers with sub-machine guns, large dogs, begoggled scientist types and, er, radioactive zombies. Apparently some sort of genetic experimentation is going on as part of the war effort, and it's gone horribly wrong. What larks.

If things get too tough, you can always duck into a secret room. Secret rooms play a very large part in *Wolfenstein* – after completing a level, you're rated on kills, looting, and the percentage of secret rooms discovered. Up to half a level can be concealed behind marginally suspicious walls or false paintings, and this is where the good stuff is stashed – the disgracefully large machine gun, the rocket launcher, and so on. It's not a game you nip through once and then discard, which can only be a good thing.

If you can hold on until next month, *Wolfenstein* should be fair fit for public consumption. Although you might do better to wait for the superior *Doom*, but saying that here would be dashed unsporting. So sort of pretend the last few sentences never happened, eh?

JONATHAN NASH

Stop offending me with that dreadfully ill-fitting suit, you uncouth, rumpled peasant.

Multiple caption time. 1. Hello. 2. Sorry. 3. Bet that surprised you, pal. 4. Society's to blame. 5. Stop that.

Hello, I am a stranger to your fair city. I have a pocket full of money and I appear to be lost. Can you help me? Aarghh.

It's one of those special secret room things. The effect is rather muted from your point of view, but take it from us, it's an exciting find. Yes it is.

Taught you to offer to help the person lost in the caption just above, didn't it? Oh, hang on.

White Men Can't Jump...

but boy can they burn in the sun

▼ WMCJ is the darkest, knuckliest hoops game yet

LINES... Rumours abound that a PlayStation modem has been finished for release in Japan and the US. No word on the UK ye

▼ The control method is currently very difficult to get to grips with

▲ The four locations to have a quick dunk in.

Basketball's about to slam its sweaty, sinewy stuff onto a Jag near you later this year, with the release of the most blaspheming licence yet.

Still at a very foetus-like stage in its development it's already causing a stir, thanks to a smattering of language – and not the kind of language a novice nun would spout.

The game itself isn't a fully-fledged basketball-sim, rather it comes from the same mould as *Jammit* on the 3DO – a single hoop and only two players in each team. A 3D engine has been used, and the players have freedom of movement around the half-court, and scale as they move backwards and forwards.

There are four locations to choose from, and a surprising amount of hip young street urchins from which to select your team. When we saw it we were distraught by the lack of the Wesley and Woody element (because that'd certainly bump the licence cost up several zeros). Oh, and there's also the option to forget the match itself and just give the opposition a damn good spanking. Don't know if it'll be enough to really worry the likes of *NBA Jam*, though...

▲ In the extremely early version we played, it was terribly easy to score.

Machine	Jaguar
Publisher	Atari
Developer	In-house
Style	Sport
Release	May
Status	70% Complete

F1...

Will this be the Jag racer to beat?

▲ Will the inclusion of more trackside scenery lead to slowdown?

This looks to be everything *Checkered Flag* could and should have been. You'll find your attention doesn't waver quite so quickly.

One – it's fast, two – the cars handle much better, and thrice – the graphics aren't quite as rudimentary. There's an emphasis on arcade feel, with crashes not halting the pace.

The two-player mode doesn't appear to slow down and the drones in one-player mode don't tend to disappear into the distance all the bloody time. It won't be hitting the Jaguar CD until some time in October, though.

▲ There's a bright but slim colour palette.

◀ The crazy rear view last seen in *Motor Toon GP*.

TOP CHEATS

Stunt Race FX, SNES: There's more to this game than meets the eye. While playing the game enter the long shot view and then pause. Press select, X, Y, R, X, X, X, Y, L and R and then hold Select and press Start. You'll now be in the bonus round view. To return to normal press Select twice.

Flung far into the future it's *Aircars*

Driving's never been so explosive

◀ Er... yes... well. Look, this is a very early version. But it does look distressingly green at the moment. And featureless. Hmmm...

◀ Hopefully, by the time the game comes out, the in-game graphics will look a bit more like this option screen.

Machine.....Jaguar
Publisher....Telegames
Developer...Midnite Ent
Style.....Shoot-'em-up
Release.....February '95
Status.....70% complete

Um, this doesn't appear to be exactly pushing the Jaguar to its limits, quite, but... erm, appearances can be deceptive.

It seems to be one of those easy-to-get-into games that lurks behind a frighteningly complex storyline (you know, WWIII destroys the world, scientists form corporation, corporation tries to reshape society, you're sent out to destroy the corporation... blah, blah, blah).

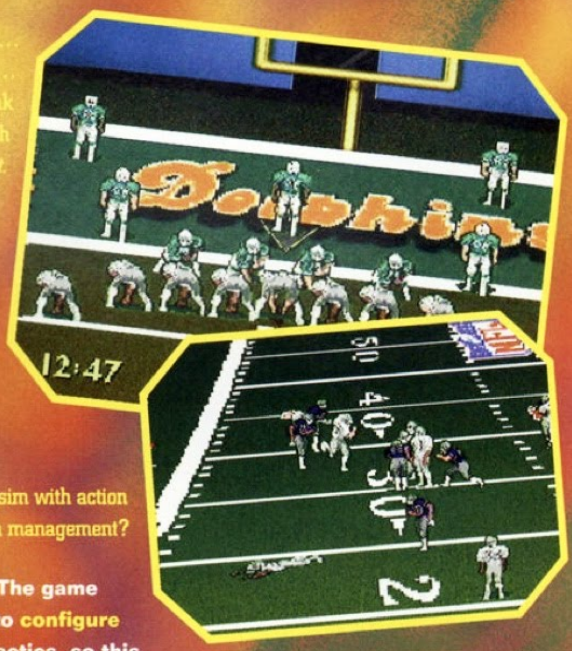
Which basically means you fly around, shooting buildings and things, and head for transporters to the next level.

We have to admit that the distinctly rough version we got to see hardly set our pulses racing but hopefully the promised HUD (Head-Up Display), shaded polygons and other bits of presentation polishing should make this into an interesting 3D blaster.

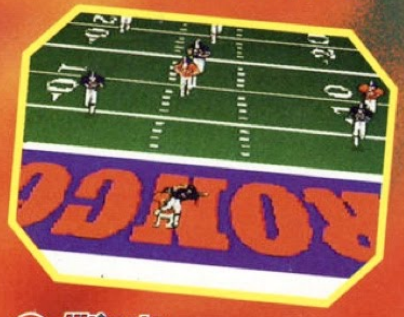
There's a challenger to the throne – *Troy Aikman NFL Football*

But will Madden lose his crown?

▶ 33...48...97... 42... 111... 876... 9021... er, I think we should watch more *Sesame Street*.



More of a strategy-cum-simulation brunch than a true slap-up American footy feast, *Troy Aikman* is the Jag's answer to the 3DO's wonderful *Madden*.



◀ But how many people outside the US have heard of this Aikman bloke?

It has to be said that the graphics are none too special at this stage, particularly when you consider the much-touted graphics power of the hardware. But the essence of any American football game has to be the degree of tactical play it allows, and the ease of putting those plays into practice.

***Troy Aikman* follows the same method as *Madden*, with a selection screen offering the choice of plays. The game also allows you to configure your own team tactics, so this should have enough depth for the most fanatical of NFL fans.**

▶ A management sim with action or a sports sim with management?

There's an option to play the normal game, or to coach, but in either mode there's a degree of management. Let's hope the game's presentation is brought into line with the depth there seems to be in the gameplay.

Machine....Jaguar
Publisher....Atari
Developer...Williams Brothers
Style.....Sport sim
Release.....February '95
Status.....75% complete

...TRUE LINES... The world's first *Star Trek* museum, featuring the Sega *Star Trek* Generations arcade game to tie in with the new film.

Burn Out

▼ Smell my burning rubber you leather-arsed, shiny-helmeted freak. Or something like that anyway.

▶ These are very early shots of *Burn Out*. So early, in fact, that we could be accused of being a bit premature. But we'd probably take offence if you did.

Burn off, more like. This motor-cum-cycle game is slicker than a slug on black ice and faster than an eel through submerged sheets of egg pasta. Even at this early stage.

What you've got is a good, old-fashioned racing game, reminiscent of the *Suzuka 8-Hours* coin-op. Hump it down the straights, lean into those sweeping corners and inject a bit of admiral effort to get to the head of the field.

There isn't that much track-side scenery at present, which may explain why it's so smooth. A bit of that collision detection stuff is patiently waiting to be included as well, so there's still a bit of work to be done before *Burn Out's* in a polished enough state for us to review it.

▲ Real men ride bikes. All the time.

Machine.....Jaguar
Publisher....Atari
Developer...Atari
Style.....Go on, guess
Release.....Early '95
Status.....50% complete

Hover Strike

▼ The bottom shot is taken from the travelling bits. I'd just thought I'd let you know.

▼ We apologise for the lack of interest in these screenshots, but again, these are very early

Cor lumey, strike a light. Sorry. Yes, be prepared to enter a world stranger than you have ever imagined, unless you've ever dreamt about futuristic hovercraft-based shoot-'em-ups.

Hover Strike **pitches you behind the control panel of an armed hovercraft which skims over alien terrain launching missiles at all manner of walking, driving and flying machinery.**

The lighting effects when you fire off a shot down a polygon valley really help give the environment depth. This is real sweaty, claustrophobic cockpit control stuff.

And there are some explosions as well. As there should be in every video game as far as we're concerned. Including American footie sims.

◀ Nice cockpit console. Note the greyness of the upholstery.

Machine.....Jaguar
Publisher....Atari
Developer...Atari
Style.....Shoot-'em-up
Release.....Early '95
Status.....80% complete

TOP CHEATS

Checkered Flag. Jaguar: Go to the options screen and highlight the weather selecting icon. Now press 8, 4, 7 and 3 on the numeric pad to get an extra mode – you will now be driving around a track in the dead of night. Gosh, that'll make all the difference to the gameplay, won't it?

FLASHBACK

PREVIEW

PUBLISHER: US GOLD
PRICE: £45
RELEASE DATE: AUGUST

In the beginning there was *Prince of Persia*. It featured a magnificently animated central character springing around cellars and palaces, indulging in the sort of balletic swordplay that would put Basil Rathbone to shame, if he wasn't dead. The game became the most popular thing ever in the history of the world, because it was converted to every computer and console ever in the history of the world. You could ask anybody at all about *Prince of Persia*, and they'd know. They would. Even the dramatically incoherent ones.

Now comes *Flashback*. It's sort of a follow-up to *Prince of Persia*, because it, too, has a magnificently animated central character. And it's been converted to every computer and console ever in the history of the world, except the ST, but that's another story. The problem with *Flashback* is that it's really a mystery story – you start the game having lost your memory and been somehow transported to an alien planet, and untangle the plot as time passes – and because it's been seen by everybody everywhere, all the surprises have been given away. You'd have thought the publishers would have twigged, and perhaps re-jigged the story for the different versions, but no. Tsk.

The Jaguar game makes this SNES version look ill. It really does. 256 colours? Pah.

Hang, Conrad. Hang like the innocent Derek Bentley. Swing, Conrad. Swing like Louis, King of the Swingers.

That Jaguar, eh?

The main selling point of the game has always been the animation, and the extra vim and verve of the Jaguar really shows it off. The graphics are actually smaller than other versions', but none of the detail has been lost. The effect is to make the colours seem richer, and the animation more fluid.

The other main selling point is the gameplay. No, really. *Flashback* looks like a platform game, but it plays like something else. For a start, you've got a gun. Never mind all this jumping on heads nonsense; flick open your jacket, draw that pistol and blaze away in the approved manner. Just the thing to take your mind off the puzzles, which are of the take object W to location X to get object Y and snazzy animated cutaway Z variety. Truly a classic, and not just in a bludgeoning, converted to every computer and console ever sort of way. It's out in August. We love it.

KICK OFF 3

PREVIEW

PUBLISHER: IMAGINEER
PRICE: £45
PRICE: MID SUMMER

There's a funny story attached to this. According to Anco, who are programming the game for Imagineer, Jaguar *Kick Off 3* is very nearly finished. The month of June sees it all done, but the release date has been put back because Atari haven't sorted out the launch of the machine itself. According to Atari themselves, however, the game isn't very nearly finished at all. Hardly started, in fact. Who's bluffing? It's a fine guessing game for all the family. But anyway.

Kick Off 3 is the fantastically obvious sequel to *Kick Off 2*. We only mention this because everyone thought that was Virgin's *Goal!* (It was by the same programmer, you see.) Fortunately, especially considering the astonishing ineptness of *Goal!*, *Kick Off 3* is a different game altogether. Anco reckon to have modified the basic play mechanics.

Not quite sure why the goal is strung with camouflage netting.

Hello birds hello sky it is Fotherington-Thomas who is a wet and a weed and not worth a d.

Not quite sure why those cherries are on the pitch.

Previous *Kick Off* games use a mind-bogglingly tricky way to kick the ball: when a player touches the ball, the ball is knocked away. So you have to time it so you kick as you touch the ball. Mmmm. This time round, though, things should be a spot easier.

Other things

The presentation's also been beefed up. The player sprites are much larger, and the viewpoint's been changed to a sort of side-angle thing. There are animated bits whenever something happens and an enigmatic sounding practice (noun) option. Gosh.

Whether you find the fact it's *Kick Off 3* amazingly promising, or look forward to the prospect with about as much enthusiasm as Basil Rathbone could muster for another meaty villain role, which would be quite a lot except he's dead, the game shall be leaping out of Anco's special bag in June. Or possibly August. Who can tell?

Upset by Henry's arrogantly assured control of the ball, Kenneth and the others feigned boredom.

Magazine Reviews

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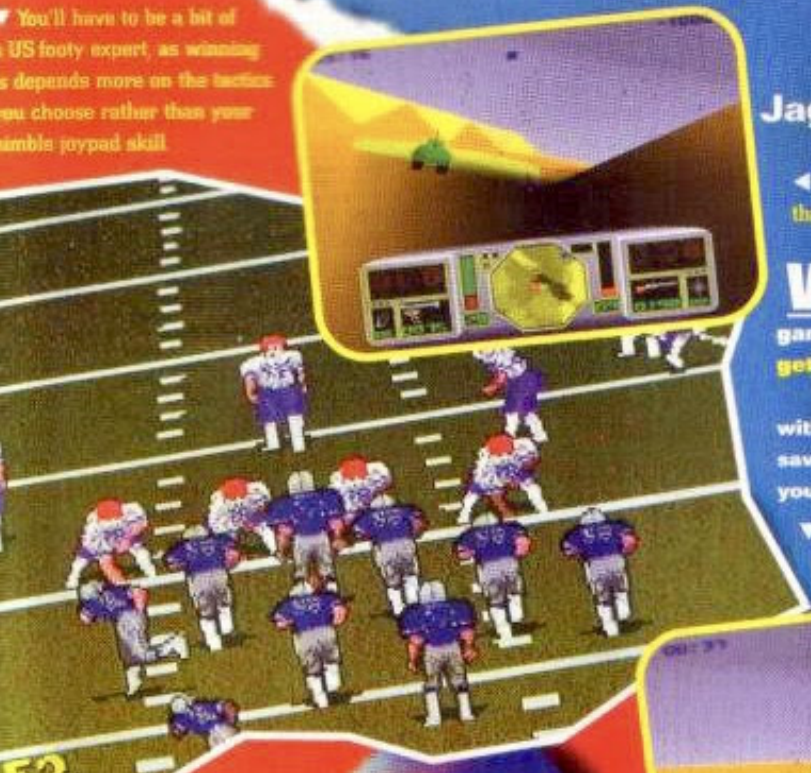
Just a load of hot Aircars

Jaguar • Telegames • £45 or what?



▼ You'll have to be a bit of a US footy expert, as winning depends more on the tactics you choose rather than your nimble joypad skill

◀ Even *Cybermorph* looked better than this eye-jibber

We really wish we didn't have to slag off Jaguar games. But nobody should get away with this.

The plot has something to do with world domination and you saving everybody thanks to your nifty aircar. The actual game has to do with you avoiding gouraud-shaded scenery and destroying primary and secondary targets. Fine.

As far as the graphics and sound are concerned, well, just look at the screenshots and gawp in sheer horror. This is not what the Next Generation is all about. Get it out of here, and get it out now!

▼ This is ruuuubbiiiSHHH!! It made us cry

Ultimately

8-bit-ish

19%

- ⊕ Erm... No, can't find anything
- ⊖ Looks atrocious

◀ It's a shame that the 'camera' doesn't rotate – it really can irritate

Basketball isn't all about scoring from really far. There has to be a

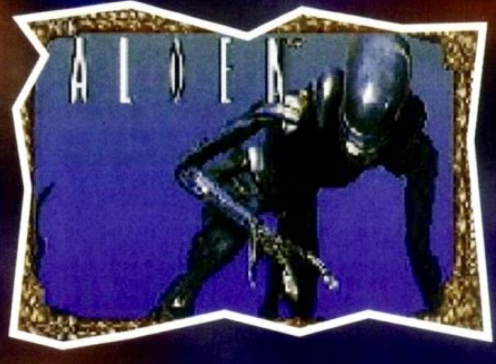
Jaguar Atari • 8 Meg • 3D Action

Alien vs Predator

. . .whose side are you on? ! ! !

◀ ▼ The smart-looking intro screens tell you what's going on, but don't give you any useful clues about the game itself.

◀ No energy, no ammunition and no tolerance for pain. A charging Alien puts a premature end to your spaceship exploring antics. Start again, and be careful this time.



Colonial Marine

Armed initially with a pump-action shotgun, he can collect and use much beefier weapons later. He's also a lot more fun to use. He moves quite slowly, though, and takes ages to turn around. So you get eaten a lot.

Predator

Out to prove his manhood, the young Predator has to kill and scalp as many Aliens and Marines as he can. The Predator has ace infra-red vision, but you effectively lose 'honour' points for using it.

Alien

Mad as a bastard, the Alien runs around cocooning innocent Marines in order to propagate its species. It would be better if it had it off with someone, but you just lay eggs in people's faces. Not a pretty sight.

▲ The map screen appears right in front of your face at the press of a key, but since it only represents your memory, it doesn't show you anything useful, like where that Alien's bigger, angrier mates are hiding.

▲ This view of the Alien's extended second mouth proves once and for all that an Alien's eyes are located in the back of its throat. And their breath smells like a tramp's knickers.

▲ Hang around the Alien eggs too long and you'll end up with a bit of a face-hugger on your heed. Actually it reminds me of this girl I once knew...

▼ A Predator's view of a big Marine. Lots of bright, lurid colours, either because of weird drugs, or their sensitivity to bright light.

Being chased through dark, damp catacombs by bloodthirsty Aliens is not my idea of fun. As a matter of fact, I'd be cacking my pants every time I heard the slightest noise. So playing *Alien Vs Predator* on the Jaguar is a pretty harrowing experience. The tense, doomy atmosphere is perfect.

The game structure is simple. Explore the various levels of a vast spaceship, playing the part of a Colonial Marine, a Predator or even an Alien. Each character has a different mission and a different set of weapons and abilities. Effectively, there are three (slightly) different games built in to this compendium.

Everyone is going to play the game using the Colonial Marine at first, with his ace selection of weapons (once you find the weapons storeroom) and his much simpler mission objective. Playing the Alien is frankly, dull, difficult to control and a bit pointless. The Predator character is OK, but again, not as good as the Marine.

There's a lot of shooting, a lot of exploring and a lot of thinking to be done. Sometimes the game is unfair. You can easily get trapped in tunnels by pools of acid, created when you kill Aliens (just like in the film). This is a wee bit annoying, since there's no way to avoid the aliens in the ventilation ducts. A bit of strategy? Pain in the arse more like.

But it is big, the graphics are very detailed (if jerky) and there's an awful lot to see and do. At the moment this is the best reason to buy a Jaguar, but we suspect *Doom* will be a better reason.

Ultimately

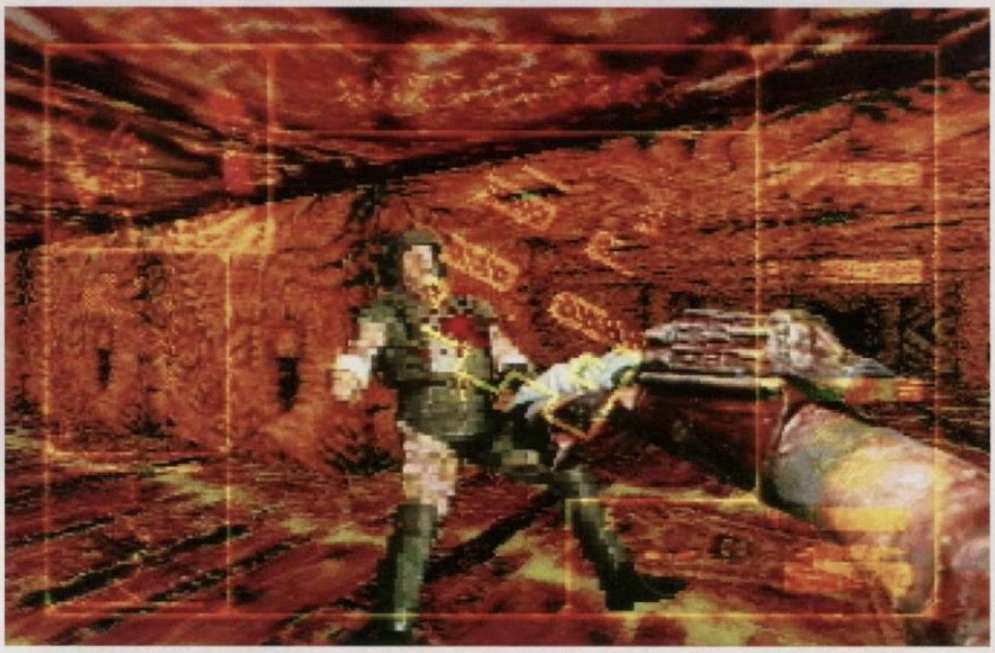
Sprawling

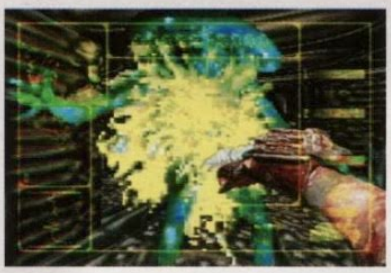
79%

- Great creepy atmosphere
- Impossibly bad level design

Alien Vs Predator

Format: Jaguar
Publisher: Atari
Developer: Rebellion
Price: £60
Size: 32 Mbits
Release : October





An alien explodes after a swipe from the Predator's arm (top). Waggle the joystick to get rid of this facehugger (middle). If you're playing the Alien, you can use your tail as a weapon (above)

There is action in *Alien Vs Predator*, but it's inconsistent and, unlike *Doom*, lacks variety. Here, a hapless Marine feels the full force of the Predator's powerful arm

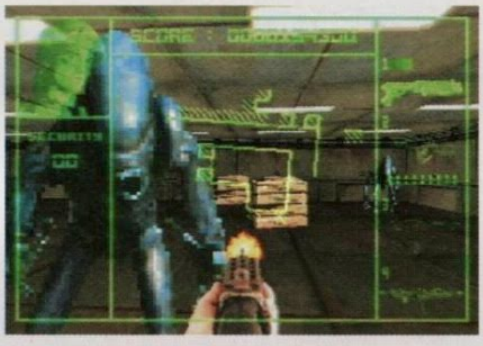
After an agonising wait for Jaguar owners, *Alien Vs Predator* has finally managed to claw its way out of the Rebellion offices and onto the Atari production line. And not before time, too: *AVP* is a crucial component of Atari's sales strategy and the company are counting on the game to boost hardware sales this Christmas.

Although *AVP*'s 3D engine was completed some time ago, the game's release was put back by several months so that extra elements could be added to it. Delaying the product so that more meat could be added to its skeleton would have been acceptable if the results had justified the wait. But it seems that all *AVP* has gained in the interim is a few token *Doom*-inspired touches that contribute little to the gameplay.

The first thing you notice about *AVP* is that the front end is incredibly slow – game data takes such an eternity to decompress into the Jag's internal RAM that it almost feels like it's being loaded from CD-ROM. On starting the game, you can choose to play either the Colonial Marine, an Alien or the Predator. If you select the Marine, the task is to find the ship's security pass, set off the self-destruct mechanism and then escape. The Predator's target is to capture the Alien queen, while the Alien's aim is to rescue the queen from the Predator's lair. Each character has different (albeit unremarkable) abilities: the Alien can move fast and attack quickly; the Marine has access to a variety of useful weapons; and the Predator is able to call upon high-tech gadgets like an invisibility filter and a wrist blade.

Unfortunately, in this case the inclusion of three different scenarios and three characters is far from being a recipe for longterm appeal. Basically, there's no real strategy in *Alien Vs Predator*. Whatever character you choose, you end up doing essentially the same thing: wandering aimlessly through corridors in search of enemies to kill. Occasionally you have a brief, violent and ultimately pointless

Move backwards, firing constantly, and this Alien explodes in a rather unconvincing manner



Use the map to find your way around. You'll need a motion tracker to locate the Aliens, though

encounter with a lone enemy before continuing on your way, but the truth is that Rebellion haven't been able to make the 'search and destroy' gameplay in *AVP* anywhere near as enjoyable as it is in *Doom*. And to make matters worse, whenever you kill an Alien it disintegrates into a lethal pool of acid that, particularly in narrow corridors, acts as an infuriating obstacle.

One of the things that makes *Doom* so satisfying is its tortuous and cleverly designed levels, complete with switches, stairs, platforms and treacherous trenches full of acid. In contrast, the levels in *AVP* are not only completely flat and relatively devoid of obstacles, but they're remarkable for the complete absence of any puzzles.

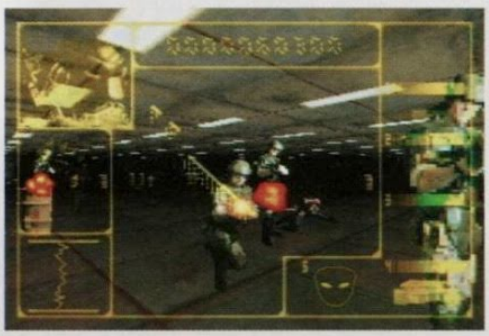
AVP is also distinguished by its lack of tension. In *Doom* you never knew what you'd find around the next corner; in *AVP* it's usually nothing. Some atmospheric music would have helped create suspense, but all *AVP* can offer is an irritating engine drone.

Despite some attractive backgrounds and reasonable scrolling, *AVP* has turned out to be a lumbering, lame and unfocused imitation of *Doom* that only the most masochistic gamers will get anything out of. Those people who held on to their Jaguars in the belief that *AVP* would rescue the machine from mediocrity are likely to be sorely disappointed.

Edge rating: **Four** out of **ten**

Characters

***AVP* offers a choice of three characters: a Colonial Marine (top), the Predator (middle) and an Alien. Each has a set mission**



The textured bitmaps are impressive in some sections (main) but just look garish in others (inset). One of the game's biggest problems is the speed of the action. Before they start firing, these Marines (right) just stand in front of you for for several seconds, waiting to be shot. Your character also takes a while to wind up an attack

The interactive movie has arrived! Pulse rifle in hand, Nial Grimes grabs a fresh pair of socks, and enters the ultra-tense world of Alien vs Predator. Sigourney Weaver? Nowhere...

Aliens come charging out of the darkness as you try to reload your gun – in vain...

INTO THE

GAME PLAY

The stasis pod opens with a loud hiss. Your custodial sentence is over, but there's something wrong – fellow crewmen lie motionless on the floor and the whole ship is sealed off, the result of a condition red emergency. So begins your quest to rid Training Base Golgotha of an alien infestation and rescue the surviving members of the crew. You start the game with nothing more than a shotgun (discovered soon after emerging from stasis) and a good supply of rounds – extra energy and ammunition can be collected along the way.

The sound effects add to the tension of the mission. The faint hum of the ship's engines fills the air, and all of the samples have been taken from the *Aliens* film. When you let off a few rounds with the pulse rifle, it sounds like a pulse rifle, and the same goes for every other effect used. Occasionally, you hear the eerie clicking of the Alien Queen – enough to strike terror into the heart of this rough 'n' ready journalist.

But the audio delights pale in comparison to the graphics. This game is represented through the most amazing 3-D system you have ever seen in your life. The picture spreads into all four corners of the monitor and a semi-transparent control panel has been laid over the top. Aliens come charging out of the darkness as you stumble backwards letting off shots as fast as possible. What's more, the whole thing moves very smoothly and only when a monster jumps you from behind do you wish that there was a bit more urgency about the screen updates!

FACTS 'N' FIGURES

Product:
Alien vs Predator

Price:
£59.99

Players:
1

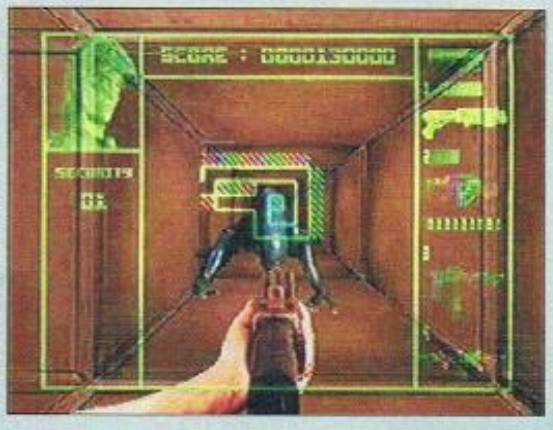
Graphics:

Sound:

Value For Money:

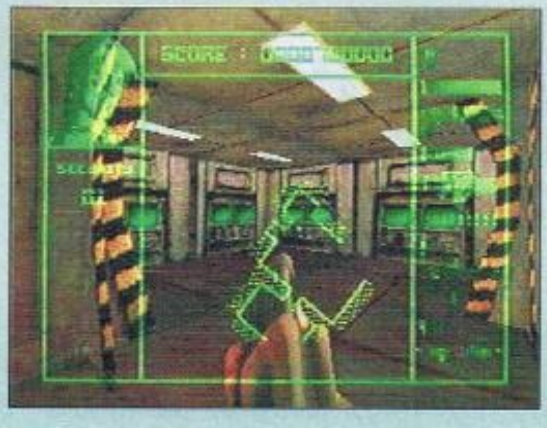
Playability:

OVERALL
84%

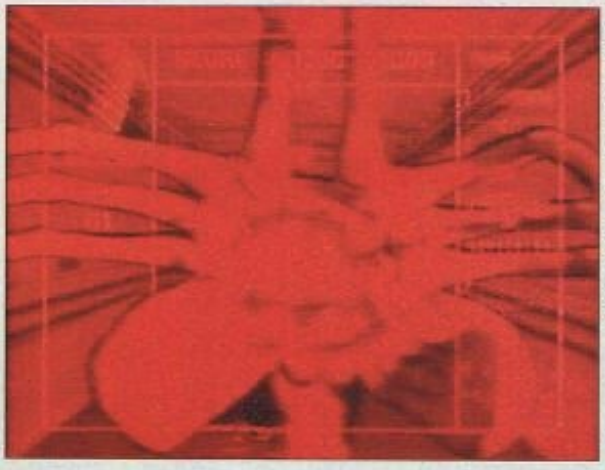


Some floors can be accessed only through the air-ducts – bumping into an alien down here is no fun!

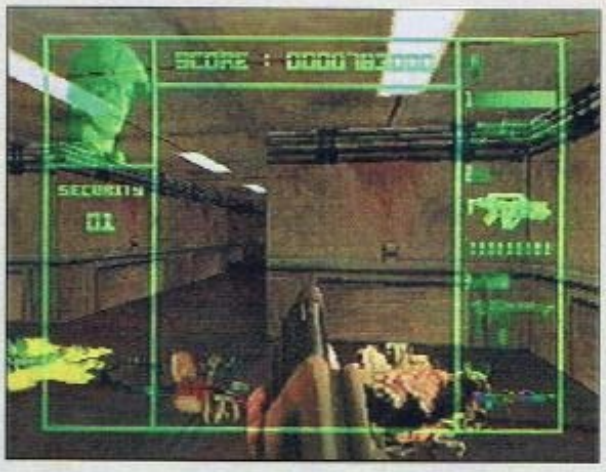
The Alien faces the tricky task of cocooning its enemies and rescuing the Queen from the clutches of the Predator.



Details of the plot emerge as you begin to use the computer panels – it ain't pretty!



Bad breath is no defence against this little sucker – a spot of joypad wiggling is called for!



The pulse rifle makes short work of alien pods, but you'll need a level 1 security pass to find it.

FIRE

Pest control, '90s style! Aliens explode into a pool of acid that zaps your energy.

SUMMARY

GOOD POINTS:
Drop-dead looks
Movie-style atmosphere
Strong gameplay

BAD POINTS:
Alien acid
The abysmal Predator game

FINAL WORD:
"Alien vs Predator creates movie atmosphere like no other game – it's the first of a new generation."

ANY OBJECTIONS?

The temptation is to view *AvP* as *Doom* with aliens – an out and out shoot-'em-up – but there's a lot more to the game than that. In fact, it's best described as an arcade adventure, with the emphasis firmly on exploration. Although aliens are waiting behind almost every door you open, the main challenge is finding security passes and making your way to new floors in the complex. Many of these can only be reached via air-ducts and you need to make good use of the mapping system to get very far. In common with the control panel, maps are laid over the centre of the screen and you soon get used to reading them while dealing with any aliens that insist on getting in the way – yeah, bug soup!

Although the manual gives a general idea of the plot, it's up to you to search for the details. Computer panels are built in to most areas of the station and are packed with reports on the nature of the aliens and schematics. In line with the movie atmosphere, there are no levels as such, but it is very progressive in slowly letting you get at the harder obstacles. Alien eggs aren't encountered until the training maze for example, and the same goes for the bulk of the bad guys. It feels like a totally interactive experience and yet in reality you are being led on a subtly planned route through the game.

That's not to say that the gameplay is perfect. In the film, the aliens' acid blood ate through the floor and yet in *AvP* it forms a pool and robs you of energy should you walk over it. Admittedly the effect is small, but it's still annoying considering that the easiest place to zap the rotters is in a doorway. However, this minor inconvenience is counterbalanced by numerous nice touches in the presentation – aliens try to claw their way into airducts as you move through them and the marine comes up with all sorts of comments as new weapons are discovered. Add to that the horribly satisfying squelching noise that accompanies a splattered alien egg and you get some idea of the degree of atmosphere that *AvP* creates. In fact, it's not long before you find yourself muttering quotes from the film under your breath – very sad indeed!

ADDED EXTRAS

The colonial marine game is obviously the main attraction of *AvP*, but there are also two other scenarios to play: an Alien or the Predator. Although the same impressive graphics engine is used for both, they somehow don't measure up in terms of atmosphere or gameplay and besides, who wants to play a bad guy anyway?

The Alien outing fares reasonably well, the overall aim being to rescue the Queen. Speed is on your side, but you only have a claw, tail and telescopic teeth to fend off the enemy. Extra lives can be obtained by cocooning the unsuspecting marines, but that's far easier said than done – in fact, the whole affair is very, very difficult indeed. The Predator, on the other hand, has the equally tricky task of collecting the Alien Queen's skull. Unfortunately that's the only goal and it all gets boring rather quickly.

It's an arcade adventure without very much adventure and there's just not enough to keep you occupied for any length of time. It's as though the programmers wanted to make a game based on the *Aliens* films and just slotted Predator in at the last minute.

Of course, the big question when it comes to any title costing nearly sixty quid is longevity – just how much enjoyment is it going to provide? Well, the scenario is huge and it's the sort of game that you will play until you complete it (sleep or no sleep). Judging by my own progress, I can't see that taking much more than a month, but the satisfaction level is high – it's a real buzz to discover a new floor, or gain a level 5 security pass.

There are still the Alien and Predator games to think about after that, but they don't have the same "grab you by the throat" (*or some other part of the human anatomy... Ed*) appeal.

DAMN AND BLAST

Alien vs Predator is based on films aimed at an adult audience and the gameplay does reflect that to a degree. Having said that, it's the atmosphere and tension that make it such a scary experience. The strategical marine gameplay is also likely to appeal to more mature players. Atari has given *AvP* an "advisory" 13 certificate, but both of the *Aliens* films were rated 15 or above – draw your own conclusions!

Alien vs Predator is a landmark title. The marine section has a strong plot – this is one of the most atmospheric games ever released...

ST Review would like to extend its thanks to:

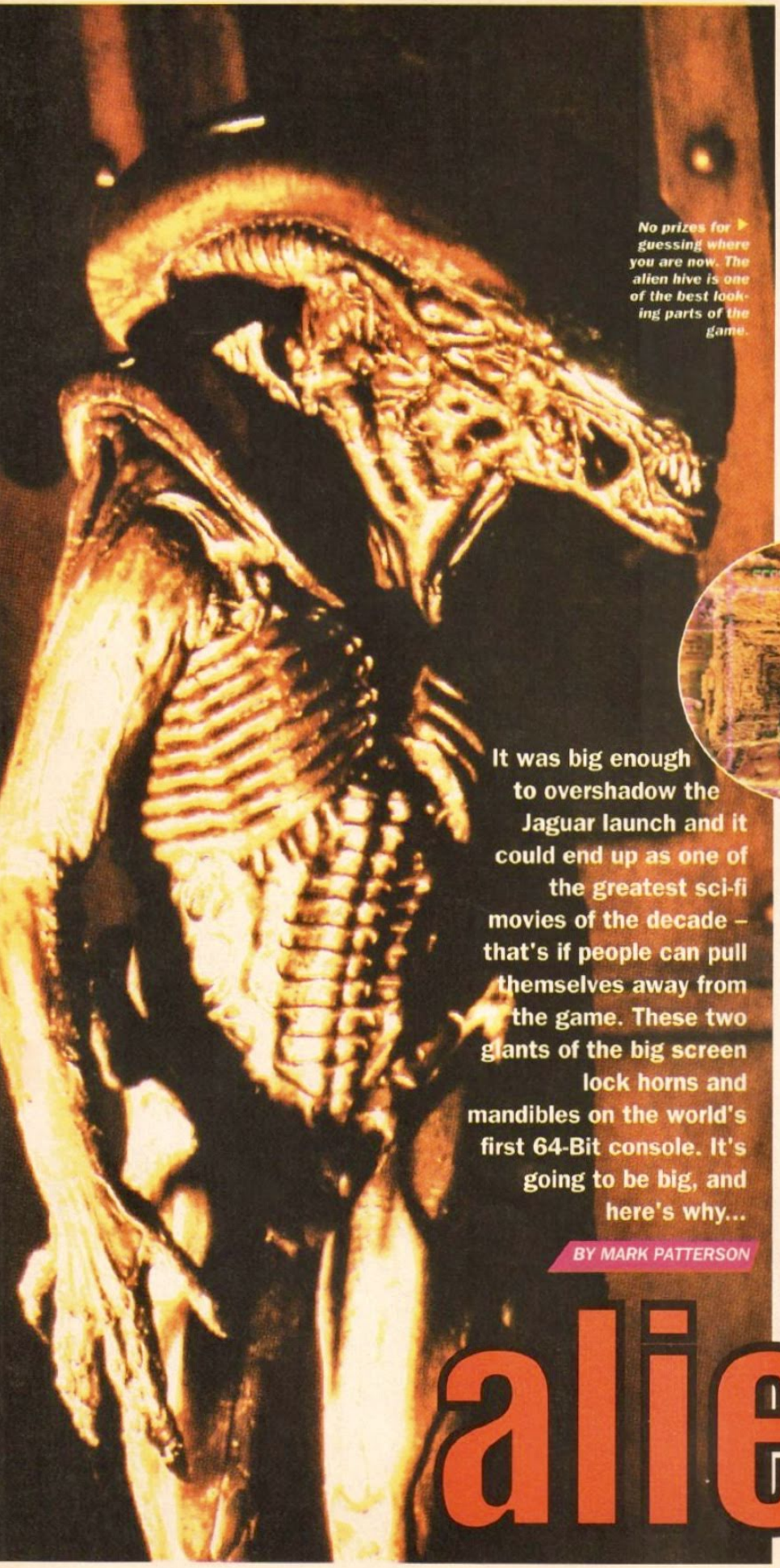
Daniel Department
102-5 Peascod St.
Windsor
Berks SL4 1DP
(0753 862106)

...for the kind loan of all games in *Jagged Edge*.

■ JAGUAR
■ Shoot-'em-up ■ Atari
■ £59.99 ■ OUT 20th October
■ No other versions available
■ No other versions planned

JAGUAR

CVG HIT!



No prizes for guessing where you are now. The alien hive is one of the best looking parts of the game.

One of the few disappointing aspects of the game are the Predator graphics. They're not that well animated and look pretty poor up close.

The animation for the marines is exceptional, especially when they're walking or taking pot-shots at you.

It was big enough to overshadow the Jaguar launch and it could end up as one of the greatest sci-fi movies of the decade – that's if people can pull themselves away from the game. These two giants of the big screen lock horns and mandibles on the world's first 64-Bit console. It's going to be big, and here's why...

BY MARK PATTERSON

alien vs

It's a funny thing, Aliens. It took Dan O'Bannon three years to sell the script for the first film, James Cameron $50 million to make the second, and the critics just one showing to dislike the third. Replace Hollywood movie moguls with the Predator however (if that's any real change), bring in a bunch of trendy programmers from the city of Oxford in the form of Rebellion, then cram the lot on to Atari's Jaguar console and you've got a potential game of the year just waiting to be played.

When we previewed the game back in the dark days of issue 148, most of the basics were in place, bar much of the shooting. It was still a case of seemingly fawning journalists, who were being totally honest, going on to the programmers about what an excellent game they had. Now it's finished and it's good. Really good. There's even a good reason why it's taken so long to arrive. Rebellion, instead of sitting at their keyboards and taking the easy route of a shoot-'em-up, have tried to give the game real depth. Rather

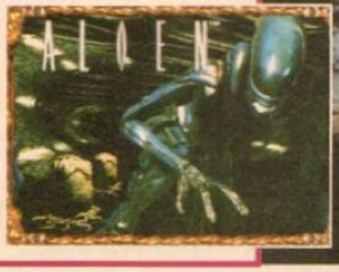
▲ *The quickest way to get round the ship is by crawling through the ventilation tunnels. Unfortunately the aliens have worked this out too...*

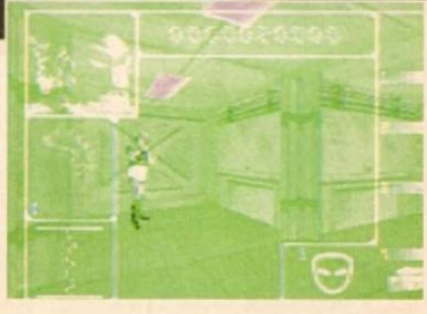
Title: Marine
Status: Lunch
Weapons: Shotgun, pulse rifle, flamethrower, smart gun
Mission: To survive

● The marine isn't particularly fast or strong, but he does have the advantage of being able to crawl through the ventilation shafts, although so do the aliens...

Title: Alien
Status: Large, hungry bugger
Weapons: Tail, jaw, claws, Hollywood contract for fourth movie.
Mission: Locate and protect alien queen

It doesn't take much to kill an alien, but they have the distinct advantage of extra lives. By cocooning marines they create even more aliens, so you can afford to lose a few lives here and there.





One of the key weapons on the Predator's arsenal is his invisibility shield. It also lets him see across several different spectra, so lack of light isn't a problem. What is a problem, though, is the way his score drops for killing people while being invisible. It's not as much fun as taking out an entire platoon without taking so much as scratch.

predator

than just take on the role of a marine mindlessly wasting aliens in the pursuit of entertainment, they've given you the option of playing the Predator and the Aliens, each of whom have their own objectives, weapons and varying degrees of hardness.

Arguably the marine is the best character to play. He starts off with no idea about what's happened and can only piece the story together by tracking down the personal logs of his dead colleagues – the first priority is getting a weapon though, without encountering any aliens....

One of the questions we've been asked about this game is if it really is something that couldn't have been produced on a conventional system. The answer's yes. The background graphics are drawn at a higher resolution than Doom and with more colours. While that does make it run slightly slower, there's no doubting that it's truly impressive.

FILM SAMPLES

The sound consists mainly of background noise and effects sampled straight from the films. So often the first sign that a Predator's in the same room as you is the clicking noise from its jaw followed by some speech, which is usually a challenge. The best effect, though, has to be when you switch between the Predator's vision filters, the visual and audio effects are just amazing, totally in fact.

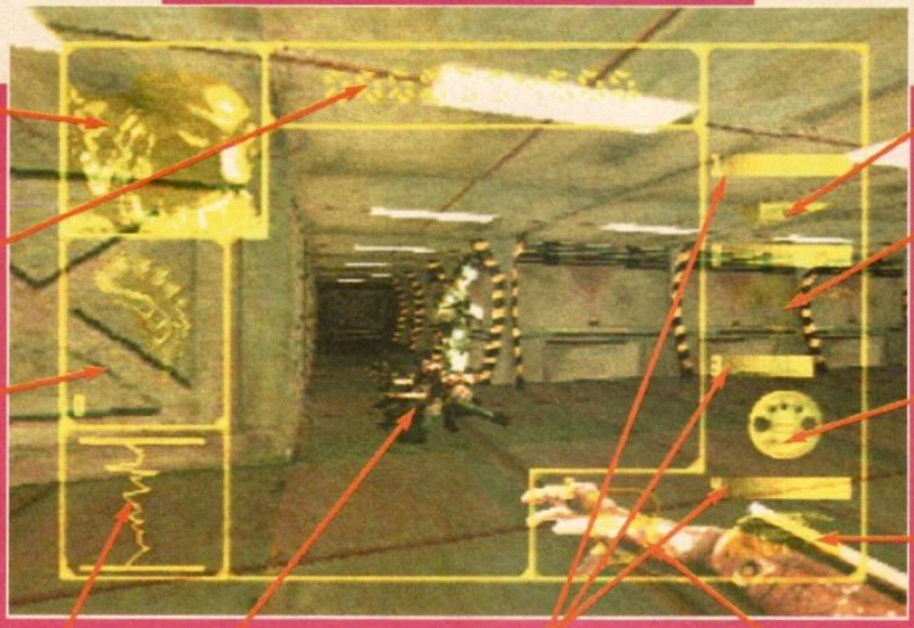
It's not quite the game we were expecting, and there are many areas where it could have been better, but, on the whole, we are very impressed. This is the first big game for the Jaguar and it deserves to be successful.

Title: Predator
Status: Death machine
Weapons: Wrist blades, combi stick, smart disc, shoulder cannon, invisibility
Mission: Claim the head of the alien queen.

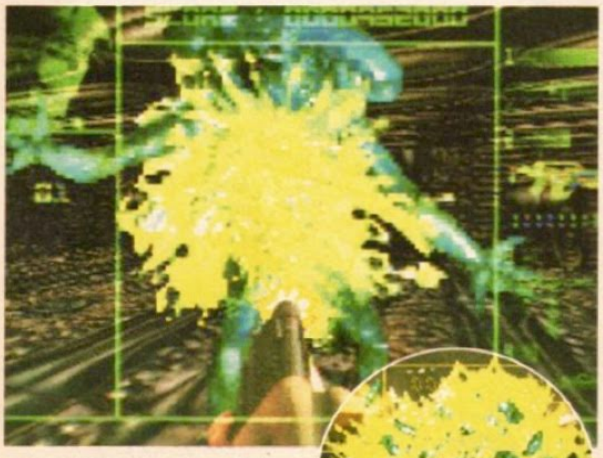
He may be the hardest character in the game, but he loses points for killing something while invisible because it's considered dishonourable. He gains extra weapons when he reaches a certain score, so it pays to spend most of the time visible.

PREDATOR'S EYE VIEW

Ever wondered what all that stuff going on in the Predator's headset is? So do we, but here's what it all means in the game.



▲ *The alien can gain extra lives by paralysing and cocooning marines. Icons on the left of the screen show the progress of the embryonic xenomorph, and once it's fully grown and you die, it hatches, and you carry on from there.*



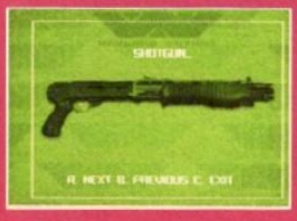
▲ *Sometimes you can't avoid close-quarter combat, but although you end up with major acid burns, it does look very good.*

▲ *Once a face hugger takes a liking to you it's really tough to shift. While its there your energy keeps on going down.*

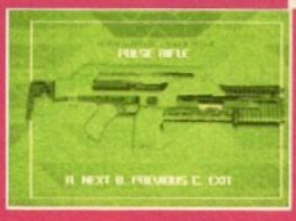
▲ *Killing an alien close up isn't smart. If it's close enough to hit you, it's close enough to spray you with acid.*

IT'S A BUG HUNT

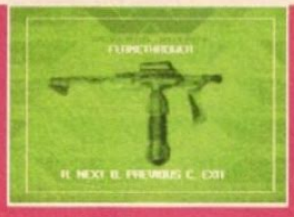
Being a puny human, the Marine needs all the help he can find – here's his most useful weapons...



Shotgun
Start with this. It's not powerful and very slow to reload. Three shots kill an alien, several dozen flatten a predator.



Pulse rifle
A massive improvement over the shotgun. It's fast and powerful, but still not quite enough against a Predator.



Flamethrower
Perfect weapon when you're attacked by dozens of aliens. Still leaves you short when facing a Predator, though.

Smartgun
It's not smart as in brainy, it's smart because it's big and reduces Predators to glowing green stains.

SECOND OPINION

Graphically AVP is a match for Doom and although the speed isn't quite there it beats the PC classic in the smoothness and detail departments. Sound is disappointing though, when playing the marine there's complete silence much of the time, a heartbeat or footsteps would help. Playing the alien offers the most fun, thanks to neat weapons and the sheer speed it moves. The marine's quite good, but the Predator is downright boring. My main criticism is that there's occasions when nothing happens but even so this is the best Jaguar game yet.

RIK SKEWS

VERDICT

JAGUAR

There's an old software industry adage which says that games sell machines, and that's definitely going to be the case with AVP. Apart from the graphics, the individual components of the game, such as the characters on their own and the occasional dull period aren't outstanding, but together do justice to an extraordinarily tricky licence. When you compare it to the kind of early software which appears on many machines, it's a commendable game indeed.

MARK PATTERSON

GRAPHICS	91
SOUND	92
PLAYABILITY	91
VALUE	89

OVERALL

90

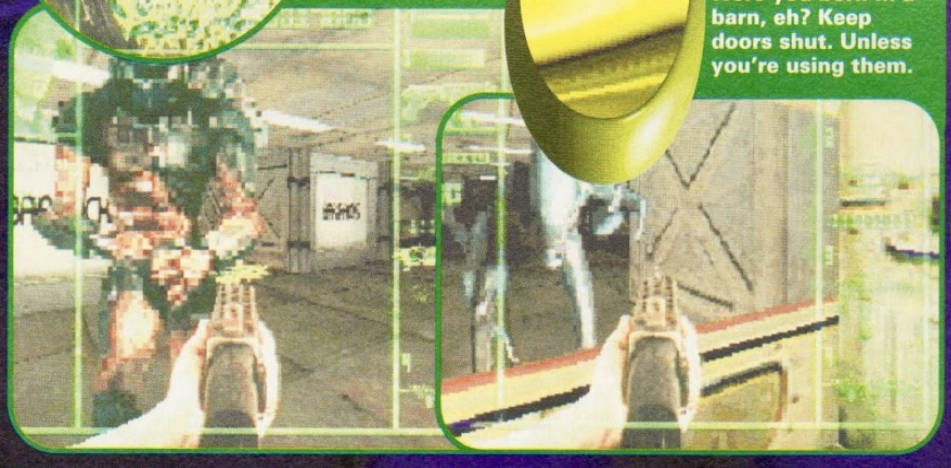
Sticky, green stuff. Be afraid. Be very afraid.

More green stuff. Blimey, the suspense is killing me.

But not as efficiently as an Alien might. Or a Predator.

Here's some I killed earlier. Aliens. Not green stuff.

A Predator. Holding his groin. Scary.



Were you born in a barn, eh? Keep doors shut. Unless you're using them.

A lone vessel cruising through an uncharted star system. Where it is heading, the crew does not know. For they are asleep, locked in their cryogenic-suspension pods, counting cryogenically-suspended sheep. But wait, look outside, emerging like a silent manta ray from the inky blackness, comes a ship, bringing death, destruction and some very bizarre reproductive shinanigans. Aliens. And a bloody great whole heap of them too. But hold on one darn cotton-pickin' minute, for another ship approaches, disappearing and reappearing as it advances. And it be chasing t'other. Predators. Bugger. As one ship latches onto the large vessel,

ALIEN versus PREDATOR

Can't see what's going on here. Looks bloody painful.

Hey, like wow, babe. Everything's all spacey.

This is the canteen, and just look at the floor.

Take it. Take it like a man. In the chest, preferably.

the other docks with the opposite side, and their green contents spill out as swiftly as the puss in of one of Tim's many ripe spots.

THEY'RE COMING OUT...

And that's where you take up the story, or if you prefer, any of three stories, because you can choose to play as either a colonial marine, Alien or Predator in this *Wolfenstein*-esque shoot-maim-or-generally-destroy-em-up. If you pick the marine, you awake from hypersleep to find your ship overrun with nasty green things, and have to progress from the middle of the seven levels of your vessel to reach the Alien ship at one end and the Predator's at the other. There are also air ducts to help you pass around the levels unnoticed, and of course, the ubiquitous secret level. The idea is similar when playing the other creatures – basically kill everything unfortunate enough to step in your path – and there are separate game endings for each of these.

Each of the characters has varying strengths and weaknesses. The Predator's pockets, for instance, are bulging with all manner of characteristic weapons, but speed has been sacrificed. The Alien on the other hand, is a nippy swine, but has your run-of-the-mill claws, tail and jaws. The good old yankee marine, though, falls in between these categories. Natch.

The Alien hatchery. Blast those huggers as they crawl out.

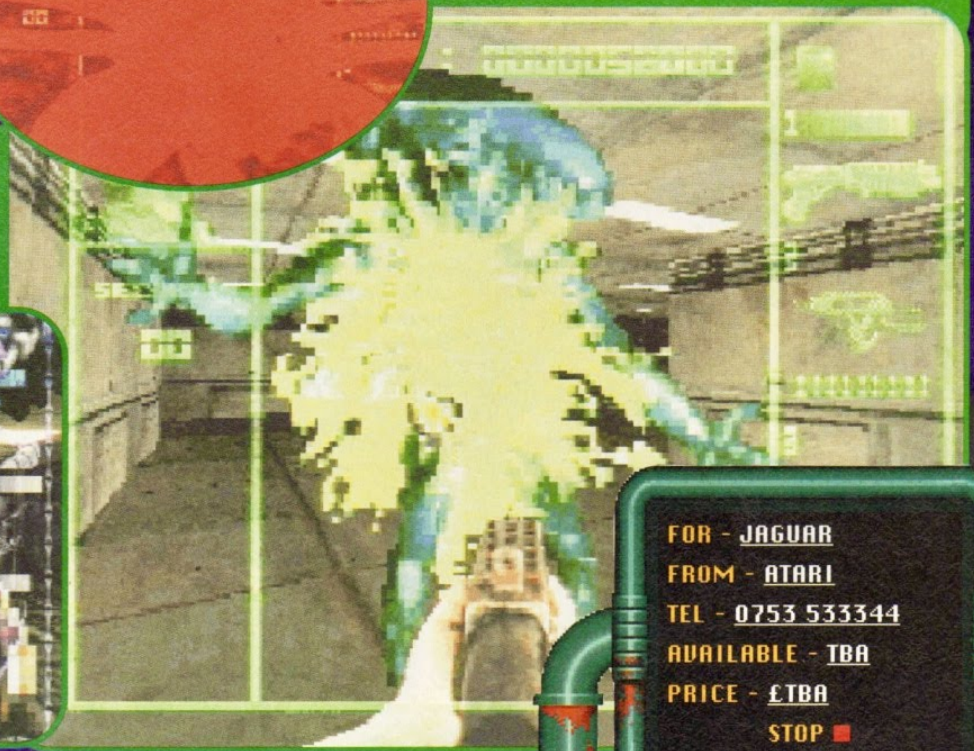
... THE GOD-DAMNED WALLS!

Hairs stood on end, eyelashes curled and ears cauliflowered when *AVP* first came to our attention, and its looks have been improved upon further. Just gaze at the screenshots. Go on. Every prop was either built or hired, and turned into sweatily atmospheric visuals by British programmers, Rebellion. I got to play this on my own,

Where to now? What does it all mean? Why's he pointing that stick at me?

Don't let those Aliens get into your head. Or on your face. If you have a sticky problem with a hugger, don't fret, don't make such a fuss, just move the D-pad left and right quickly.

"A quick slash of the tail and it's all over for ya, sonny. The big 'E'." "But chief, what ya gonna tell Numba One?" "'Ow about, 'Guv, 'e just fell dahn the stairs, like'?" "Yeah, skill." But anyway.



FOR - JAGUAR
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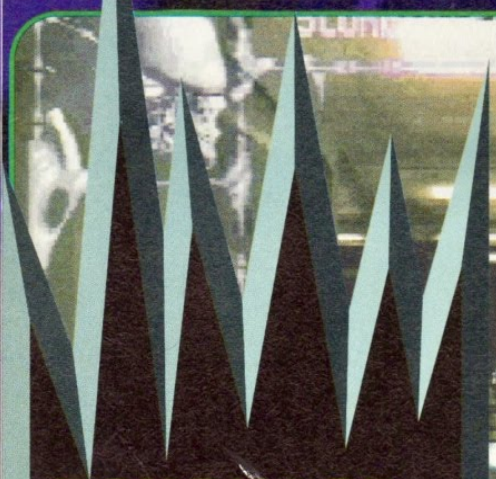
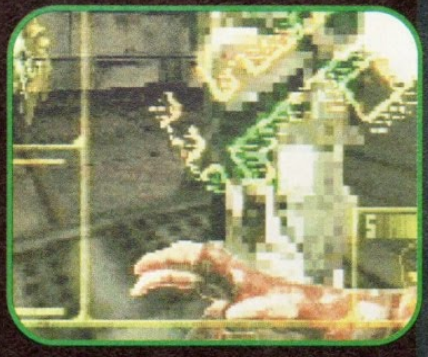
AVAILABLE - TBA
PRICE - £TBA
STOP ■



ROUGHAGE

The Predator is certainly a rough 'n' tough character to meet up with, and here we show his top three weapons. The cloaking is not shown, because he isn't allowed to use it much (penalty points, and all that).

The good old blade-on-wrist-type thing. Always good for close up confrontations, and back scratching.



At number two we have the discus. Honest, I know you can't actually see a discus, but it's there. Honest.

And at number one it's the pokey stick! As you can see, it makes the Aliens explode into custard. Lush.

You actually *feel* for the Aliens in this game. Especialy if you, in fact, are one. All those pink things, urgh!

and my immediate reaction was pure thrillage. This soon became fear – it's scary stuff. Panic and horror then made an entrance. It began to get very crowded in my head.

The sound is also wonderfully atmospheric. There's the noise of the doors opening and closing from the films, motion scanner bleeps, echoes, and, of course, the screeches of dying Aliens. Top slacks-filling stuff all round. There's no music, but hell, that 'd ruin the tension you get from tip-toeing around a creaky old spaceship.

Comparisons with *Doom* are going to be flying thicker than the shots I was firing in *AVP*, but I have to say that's a somewhat loose comparison. It's like comparing *SSF2* and *MK2* – ultimately it's purely a matter of individual taste.

Of course, there are elements which could have been improved. Movement is realistic, but it doesn't run as fast as *Wolfie*, although the character control is made easier for it. There's also a much better feeling of motion with *Doom*, where the whole screen bobs up and down, and you can spend rather too much time walking backwards blasting the Aliens, rather than advancing. But overall this is one compelling and addictive in-yer-facer.

MARCUS HAWKINS ■

Aliens – they're arms are so thin, and they run like big, scaredy girls.

GRAPHICS

It's real. Programmers litter the floor BEing corpses, Aliens watch from shadows, and it's very smooth.

SOUNDS

The effects really add to the game. Never before has so little had so much impact.

PLAYABILITY

Three different characters with different abilities, and loads of exploration on offer.

LASTABILITY

What's more fun than annihilating Aliens, taking pot shots at Predators, or slashing at humans?

OVERALL

You'd have to be rhino-scrubbingly mad not to enjoy this game. Simple blasting fun at its most atmospheric and the best Alien licence. I'm sorry, but I now have an unnerving desire to go and lie down in a quiet, damp place to recover.

MARCUS ■

JUDGEMENT 95

JAGUAR
RACING
MIRACLE DESIGNS
£39.99
OUT NOW
1-2 PLAYERS
NO OTHER VERSION PLANNED
AVAILABLE

ATARI KARTS

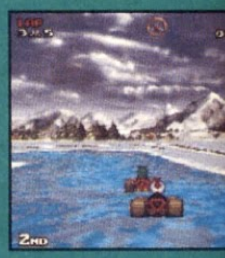
And you thought that Super X wounded the Jag's reputation. Atari Karts could well be the system's maim of the year!

Two years after its release in this country, and the Jaguar still doesn't have the definitive killer game to sell it. Sure, it has *Tempest 2000* – but even that seems to be a game that us journalists seem to have payed any real attention to. And maybe everybody places too much importance on *Doom*, which is still very much the PC's domain. So when Miracle Designs were assigned to the *Atari Karts* project, you know damn well what was expected of them – a rival to the awesome *Super Mario Kart* on the Super NES. Surely, with the 2X32-bit power of the slick black system, there was potential to blast Nintendo's old 16-bit dinosaur (and his pals for that matter) off the road. Any bets?

▲ *Courses are associated with characters, same as they do in Mario Kart.*

BLOT ON THE LANDSCAPE

It's always a nice surprise finding an option in a game that nobody has thought of before. In *Atari Karts*, players have the choice between Hill or Flat mode. Not that it makes very much difference. 'Slight Undulation' mode, we think, is more appropriate. And, while we're on the subject of road features, though the resolution is noticeably higher than in *Super Mario Kart*, the necessary details are hard to decipher. For instance, differentiating between innocent dark mud, and obstructive block of stone is tricky – which is never very helpful, as we're sure you can appreciate.



THANKS BUT NO THANKS

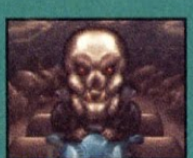
We don't want to get caught up in legal wrangles here, so let's just say that the power-ups in *Atari Karts* are not entirely conducive to the amount of fun this game could possibly offer. The four we've encountered are collected by driving over their icons painted on the tracks – same as Mario Kart. A rabbit, that is most probably intended to be a hare, gives extra speed, while the Tortoise shell seems to slow everyone esle down.

Steering wheels apparently enable tighter cornering – though they don't feel to make any difference – and there's a tricky Reverse icon which exchanges left for right, and vice versa. There are no projectiles, and nothing which may be laid on the track to make an obstacle. Useful, yes. Worthwhile, no.

MEET THE GANG

Couldn't let this review go by without first introducing the seven drivers – finest exponents of charisma and style that they are:

REGIUS – *a real turkey.*



SKULLY – *a skeleton.*

PULPITO – *a squid.*

MIZ TRESS – *a g-g-girl.*

BENTLEY BEAR – *an embarassment.*

VULKY – *what's a Vulk?*

PTARMIGAN – *Rhymes with Pcardigan.*

LEAGUE OF ITS OWN

No matter how skillful you think you are, the entry level for Atari Karts is strictly for beginners – players are restricted from entering anything else until they have completed the first set of six courses. Once this is out of the way, there is a bonus circuit to attempt. Anyone who's successful may race as an extra secret character called Haratari – a Predator in a Samurai outfit. His performance is noticeably not that much different from the rest of the drivers.

▲ *Shiver... it's the secret Samurai – Haratari!!!*

VERDICT

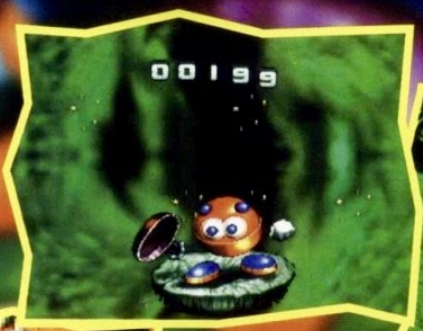
JAGUAR

At this late stage, it's true to say that the opportunity is no longer there for a *Mario Kart* clone to succeed. Nintendo have promised *Super Mario Kart R*, only a few months away, and if anybody is still interested in the classic original, you can pick it up with a brand new Super NES for just 15 or 20 notes more than this Jaguar cart on its own. Especially nobody's going to buy such a shameful example as *Atari Kart*. In a way, Atari have engineered an even greater disaster here by causing everyone to compare the two systems, and find that the older, less expensive one is still a far better option – once again leaving the poor old Jag sitting on the shelf. On top of that, they've embarrassed the remaining loyal fans with another trash piece of software: Worse than GCSE standard artwork; appalling music; dreadful control; uninspiring goals. How Atari have a hope when pitching this kind of rot against *Sega Rally*, and *Wipeout* I do not even try to understand. Even as a fan of the machine, I can't help but feel the Jaguar's days are numbered.

PAUL DAVIES

SCORES

GRAPHICS	42
ANIMATION	60
MUSIC	3
SOUND EFFECTS	30
GAMEPLAY	15
VALUE	20
OVERALL	24



▶ This is one frustratingly sluggish game.

◀ The Doomscale machine doesn't look at all 16-bit.

Attack Of The Mutant Penguins

Atari are so wacky!

What were they thinking of, eh? Maybe this is how it happened: After a particularly heavy lunchtime session one particularly merry 'creative' at Sunrise Games chaired the production meeting for the next big Jaguar hit. 'Okay I've got a great concept. Sonic hasn't been around for a while and *Earthworm Jim* is performing badly – the time has come for us to leap into the cutesy gaming market, all we need is an angle. Now let me think... *Anorexic Elephants From Beyond Infinity*? No, too pretentious... *Bumble Bee Bloodbath*, an airborne *Doom*? Nah, too much of an effort... *Attack Of The Greengrocer's Vest*? Nope, but I like 'attack'... how about... yes that's it. How about *Attack Of The Mutant Penguins*? Brilliant! It'll sell, it's Ker-ayzee!' Much back slapping, by his equally merry colleagues, later – 'Now all we need to do is work out the actual game. Okay, this won't take long, we'll be back down the boozer in no time. What original games have yet to be exploited? Hmm. Well how about the Mega Drive classic *Toejam and Earl*? We could borrow the look of that. Yes, it's all coming together. Now gameplay... let's make it a puzzler, yes a platform puzzler. Why not take the more frustrating bits out of the likes of *Lemmings*, *Sink Or Swim* and anything else we can get our hands on and chuck a few of them around some tiny levels? Yes, that's 64-bit gaming! Up yours Nintendo! Let's do it!' And they did. Good grief...

That's it in a nutshell really. Loads of borrowed ideas trying desperately to be zany, but only succeeding in creating a chore of a game which is in no way connected to the word 'fun'. Not only is it a swine to work out in the first half hour, but when you actually get to grips with the aim of the game it becomes no easier and even less satisfying.

If your idea of gaming heaven is plodding around levels – that smell like William Shatner designed them – chasing penguins and flicking the occasional switch, then you are clearly related to one of the game designers and are merely being polite. Who cares whether or not good penguins survive or mutants out-weigh them on a contraption that goes by the name of The Doomscale?

What an effort this is – only give *Penguins* a go if you happen to find it lying around in a skip – which you probably will in a few months' time.

Ultimately

Dr Leg

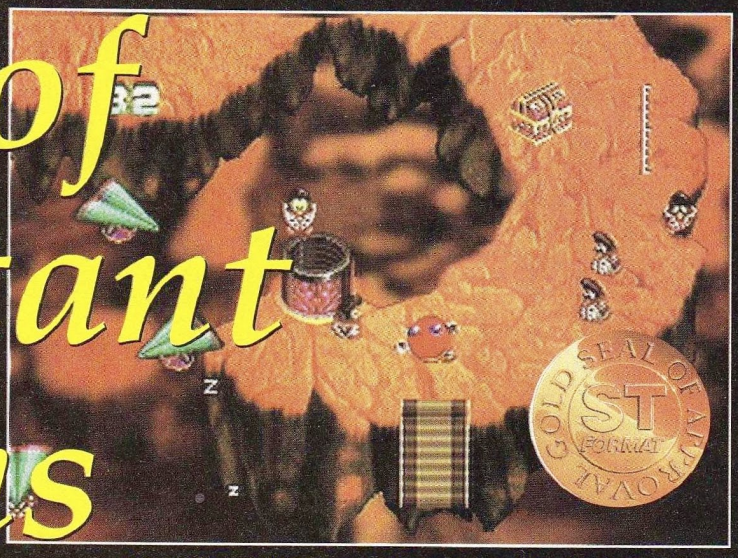
29%

⊕ Jolly in places
⊖ Not very many though

Machine: Jaguar
Publisher: Atari
Developer: Sunrise Games
Price: £40
Levels: 20

UK

Attack of the Mutant Penguins



A cross between *Lemmings* and a platform game, *Attack of the Mutant Penguins* proves that JTS Atari can get it right if it wants to.

Atari's latest game gives you a new perspective on penguins. You'll never take them seriously again.

Attack of the Mutant Penguins is a game JTS Atari has been getting excited about, and rightly so. Take the best elements of platform games, mix in the addictiveness of *Lemmings*, add a dollop of weirdness and you have the makings of a great game.

Aliens have decided to invade Earth, and their master plan requires that they are disguised as humans. However, when they tune into our television signals to see what we look like, they end up watching a nature program. At the last minute, after they have mutated into penguins, they realise their error. Determined to make the best of a bad job, they dress up in human outfits in the hope no-one will notice.

It begins

And so *AMP* revolves around mutated alien penguins dressed in a strange array of outfits. The only thing that stands in their way is a pair of freelance law enforcers, Bernard and Rodney.

AMP revolves around mutated alien penguins in strange outfits

Each level has a theme, such as cowboys and indians, clerics or Elvis. The invaders have a deadly weapon, the Doom Scales, and they need to weigh down the scales to press the Doomsday button. You choose to be either Bernard or Rodney and go into battle armed with your best club (or frying pan) and a collection of devious machines.

Meanwhile, the real penguins are upset at the bad press these upstart mutants are giving them and have decided to help you beat the aliens. If more mutant penguins get to the scales than good penguins, the weapon triggers and it's game over for Earth.

Each level requires you to work out a combination of actions that will allow the good penguins to get to the scales while stopping the mutants. Various chests contain parts of extra weapons, good penguins and other bonus items. To open them you need to collect the blue gremlins and drop them on to the chests.

The game also provides a wonderful collection of death-dealing devices. Some have rotating knives which slice up the mutants as they try to walk past; others grab the bad guys and skewer them on big metal spikes, resulting in a flurry of feathers and gory debris as the victim explodes.

It ends

The different themes result in special tactics for each level. On the Elvis level there are jukeboxes. If you can find a coin and deposit it in the jukebox, music starts to play and any Elvis penguins that pass by have to stop for a boogie, buying you valuable time. Likewise, the cowboy levels have campfires. If you manage to light them, the cowboys sit by the fire, start eating beans and, well, have you ever seen the film *Blazing Saddles?*

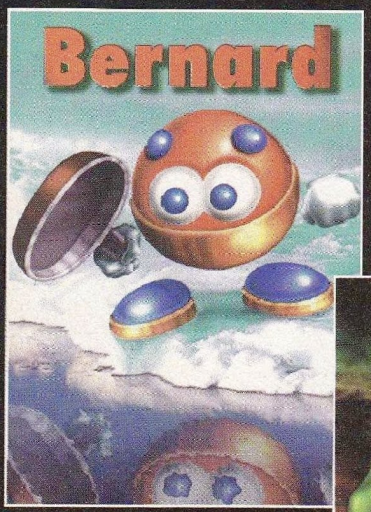
Each completed level results in a random mini-game which can be almost as much fun as the main task at hand.

The first time you play, it can be a little confusing, so JTS Atari has included a tutorial which explains what everything does until you've played a few levels. After that, gameplay continues uninterrupted.

The excellent sprites are so amusing it's often tempting to do things just because the results are funny, rather than because they help you complete the game. The in-game sounds are generally good, but the intro music is terrible.

Attack of the Mutant Penguins can be confusing to start with, but it's worth persevering with. The only real problem is the number of levels: 60 isn't nearly enough when you compare *AMP* to other games of this genre. Nevertheless, if JTS Atari has any sense, it'll be signing up the sequel right now. *stf*

IAIN LASKEY



Above: Armed only with a frying pan, Bernard fights off the mutant penguins. Left: It's hard being handsome.

Product: Attack of the Mutant Penguins
Price: £49.99
Contact: JTS Atari
Tel: 01753 533344
Min system: Jaguar

STF VERDICT • STF VERDICT • STF VI

HIGHS
- Wonderfully amusing graphics
- Fun puzzles

LOWS
- Not enough levels

In short...
Humorous and well drawn, this is one Jaguar game you can't afford to miss.

90%

ATTACK OF THE MUTANT PENGUINS

JAGUAR
PUZZLE/ACTION
ATARI
£44.99
OUT NOW
1 PLAYER
NO OTHER VERSIONS PLANNED
NO OTHER VERSION AVAILABLE

Attack of the Mutant Penguins. A name that sets fear into our hearts. And not because of the threat of a penguin invasion either.

No doubt you're bursting with curiosity over what this game could possibly be about. Well, perhaps a brief rundown of the plot might shed some light. It seems aliens from a distant world are preparing to invade Earth by using the age-old trick of adopting human form. Unfortunately though, while studying our planet they accidentally watched the Discovery channel and thought we all looked like penguins. So that's the guise they took. Only, they didn't do it too well, so they look odd. Hence the name – *Attack of the Mutant Penguins*. Geddit?

We doubt you have. You see, if you're imagining scenes of London during the blitz, with frog-marching legions of human-sized penguins disintegrating innocent humans with ray-guns, whilst the skies are filled with humming motherships, you're in for surprise. If however, you're imagining rows of cartoon penguins dressed as cowboys and Indians, or Maid Marion, wandering along strange floating ledges, attempting to clamber onto a large set of scales with a big scary face, you've got it sussed. Goodness knows where the humans are, but as Earth's saviours – a green pear-like creature, or a red cherry-like creature – you have to stop the penguins getting to the scales. Either by setting up fiendish traps such as spinning scythes, or by collecting all the letters that spell your weapon, such as BAT, and batting them to death. There are tons of levels to face, each harder than the last. But then, that's war folks. War against the *Attack of the Mutant Penguins*. SCREAM!

▲ *This is a horror level. In more ways than one.*

INVASION PLAN!

Here's a little sequence of the first level to give you a better idea of how the game plays.

1 The mutant penguins are coming, but light this fire and the cowboy penguins start to cook their beans. And fart.

2 Now collect these gremlins. Yes, they look like Sonic. They help you open chests for some reason.

3 Inside the chests are letters. Ah, we've spelt PAN. Now we can bash the penguins with our pan. Clever, eh?

4 Use those gremlins to start these evil traps. Look at the penguins get chewed up.Hahahahahaha hahahahahahaha!

5 Oh no, the mutant penguins have tipped the scales. They've won. Oh no, oh no, oh no, oh noooo!

VERDICT

SATURN

This game just baffles me. Obviously, the programmers think they've got an incredible sense of humour, as you can tell from the hilarious *Attack of the Mutant Penguins* title. But not only did I not laugh at the fancy-dressed penguins, the Sonic-gremlins, the penguin-mashers, or the farts, but I didn't understand how it's all supposed to come together to make a coherent game. Especially, a quasi-puzzle game where logic should dictate your actions. That said, once you've got to grips with the method of the game, you don't really need logic to help solve the puzzles. You see, there's very little freedom to your actions. The traps are all in place waiting to be started. The chests obviously contain the letters you need for your weapon. Fail to perform the perfunctory tasks and you lose the level. Short of honing your Mutant Penguin skilled to cope with the increasingly difficult levels, there's no real lateral thinking involved. It's all quite punishing. Perhaps those Mutant Penguin boys do have a sense of humour after all, testing our patience with such an abomination.

TOM GUISE

SCORES

GRAPHICS	56
ANIMATION	66
MUSIC	33
SOUND EFFECTS	35
GAMEPLAY	60
VALUE	55
OVERALL	58

■ JAGUAR
■ AMERICAN GRIDIRON SIM
■ £54.99 ■ OUT SEPTEMBER
■ AMIGA VERSION AVAILABLE
■ NO OTHER VERSIONS PLANNED

BRUTAL SPORTS FOOTBALL

It's more brutal than an Eric Cantona boot in the chest, and definitely more sporting. It's the world's most violent footy game...

We've seen some amazing examples of footy violence before, such as Arsenal's historic 21-man punch-up with Norwich, but nothing compares to this. The players in Brutal Sports tool up with knives and throwing axes before hitting the field, where the onus is as much on lopping off the other players' heads as scoring goals.

So the Jaguar's now got a sports game, and it's not a bad one either. Brutal's fast, loaded with action and very, very bloody. However, like so many sports games, it's best played in two-player mode, especially when you forget about scoring and kill every opposing team member for a default victory. As the pitch gets churned up and the bodies start appearing, things become a little confused, but at that stage in a match there usually isn't much time left on the clock.

▲ Top weapons such as bombs, swords, axes and even decapitated heads can be collected to make life tough for you opponents.

▲ Each player has their own energy rating, when it drops below a certain level the next hit takes their head clean off.

▲ Getting the ball straight from the kick off is essential, since a fast player can bomb the length of the pitch and score before the defenders can react.

◀ There are two ways of winning, either score more or kill all your opponents. Guess which is more fun?

◀ When a player loses their head, they're not completely out of the game as their departed cranium can be employed as a substitute ball.

◀ Scoring a goal is a simple matter of getting the ball through the gate. Well, it would be simple if there wasn't a large, hairy keeper in the way.

■ VERDICT

■ JAGUAR

As good as Brutal Sports is, what I really want is a proper footy game for the Jag. With Imagineer's Kick Off 3 still a fair way off, it doesn't look like we're going to have anything of that ilk for a while. In the mean time, Brutal offers more than enough to tide you over the coming months. The gameplay's fluid, there's enough different tactics and it's fast. But you really need a second joypad and a mate to enjoy it at its best – and an agreement to play for kills rather than points.

■ MARK PATTERSON

■ GRAPHICS	80
■ SOUND	75
■ PLAYABILITY	83
■ VALUE	79

OVERALL ■

80

COMING SOON

JAGUAR/SNES/MEGA DRIVE
■ Kick Off 3/Imagineer
■ £TBA/£39.99£49.99

What the Jag really needs is a good real-world sports sim, so it's just as well then that Imagineer is currently working on a conversion of Kick Off 3. Fortunately it's based on the excellent, but delayed, console versions, not the tacky floppy ones.

■ EXPECTED RELEASE: NOVEMBER/DECEMBER

● CONTACT TELEGAMES (0533 813606) FOR MORE INFORMATION ● NUMBER OF PLAYERS 1-2

Brutal Sports Football

ACTION GOLD

Blood, guts and football mayhem. Tina Hackett plays dirty and investigates the gore fest of the future

Appearing across many formats, this game will already be familiar to many. And now for all owners of the Jaguar you can experience one of the most frantic, and most violent sports games of all time.

The game is based around a futuristic sports event. The year is 2043 and the Universal Football League is dwindling due to audience boredom. And so Brutal Sports is born, partly because of a population control exercise but also for its entertainment value.

Played initially by humans, two teams soon become dominant: The Brain Dead Bazookas and the National Nukers. But the match between these teams has dire consequences. The National Nukers have not earned their name for nothing y'know and within 30 seconds they nuke the whole land.

Fortunately – or not as the case may be – there is a Professor by the name of I.M. Looney on hand, and true to his name he genetically engineers some mutated bi-peds who prove to be excellent players of the game. And the new league gets going once again.

So that's the basic history but how do you actually play the game, I hear you ask? Well, quite simply, it revolves around the game of American Football – if rather roughly. But apart from getting to show off your kicking, running and tackling skills, you also get to mash your opponents to bits!

Basically there are no rules so you can do almost anything you want to the opposition – I said almost! What you can do includes splitting them in two with an axe, or dropping a bomb perhaps, whatever grisly manner takes your fancy really. Chop other players' heads off if you feel like it, then lob them around the pitch. Good, clean fun, hey kids?

There's plenty more in there to keep things exciting. Power-ups are scattered around the pitch, everything from magic potions rendering your players invisible to rabbits speeding your players up. These are major contributors to your players' performance on the pitch.

In two-player mode you can be really sneaky and use the direction reverse feature to confuse your opponent by reversing the directions on your opponent's joypad or the team swap mode to take control of the opponent's team.

But it's not all unadulterated blood and gore; it's a game with tactics 'n' all! You can instruct your team to get into formations and choose aggressive, standard or defensive to help the game along.

You'll have to play manager too and in the Locker room you can decide which players you wish to return to full match fitness and which ones to choose for the next match. To restore fitness, choose the cross icon which will cure flesh wounds or use the lightning icon to give a player increased speed. Success will bring financial rewards though but all treatments need cash so watch how you spend.

Choose from a number of matches. Try your skills in the League against four teams in a taxing six match season. For a quick kick about play an Unfriendly against the computer or an equally bloodthirsty friend. Knockout tournaments are available to really test your slaying abilities.

Each match lasts for seven minutes and you win by outscoring the other team or by slaughtering six of their seven players. A draw results in Sudden Death being played – and it means exactly that – with the ball taken away and the winner being the first to decapitate six opponents.

This is a superb game, action packed, fast, furious and very different.

Graphically, it really is the business and the chunky detailed sprites work well. The stadium is well drawn and you can see the area of play clearly.

The soundtrack goes with furious action brilliantly and the gory effects add to the feel of the game.

Buy it or hide behind your mam's apron forever!

TINA HACKETT

Unlike the computer versions of this game, Jaguar Brutal Sports is faster and smoother

First, choose your team. These guys look suitably 'ard, so I'll have them

Once into the game, headless bodies start to pile up and the pitch starts to get worn

VISION	★★★★★★★★★☆
AUDIO	★★★★★★★★★☆
DIFFICULTY	★★★★★★★★☆☆
LASTABILITY	★★★★★★★★★☆

A fabulous mix of sports action and sheer beat-'em-up brutality. Looks great and plays like a dream.

90%

Publisher ➤ Telegames
Developer ➤ Teque
Price ➤ $54.99

Speedball meets Street Fighter in the very first Jag sports sim, Brutal Sports Football. Nial Grimes dons the body armour and prays for rain to call off play...

The year is 2034 and traditional sports can no longer satisfy the demands of thrill-hungry audiences. The Brutal League is devised as a solution – a game with no rules, played by genetically engineered creatures with more muscles than a gorilla on steroids. Referees are a thing of the past and the aim of the game is simply to win, no matter what the cost.

Brutal Sports is fought over a 200-yard pitch and to score you need only get the ball to the stone goal at the opposite end of the field. Players have four basic moves at their disposal – tackle, pass, punch and kick – and automatically pick up the ball whenever they pass over it. Tackles are of the flying variety and the game is very lenient in allowing you to attack another player from almost any angle.

Simple knockout and "unfriendly" games are available in addition to league play.

Players can be restored to health in the locker room – you'll need plenty of cash to heal the more serious cases!

GAME PLAY

LET'S GET BRUTAL...

Just to spice up the action even further, power-ups appear on the field from time to time. Run over a rabbit and your player receives a boost in speed, while shields help out in fending off tackles and attacks from other players. Up to three special-power icons can be carried by any player, although in reality it's hard enough to just keep the ball in the right end of the field without worrying about fireballs and the like.

There are two ways to win a game: score more goals than the other team or put six of their players out of commission!

When each game is completed, the whole team is transported to the locker room. Here, in the regeneration tubes, your players can be nursed back to health and have any missing limbs re-attached. All of these services cost money, so a win is essential.

BRUTAL RULES

Over and above basic "unfriendly" matches, league and knockout games are also available. Naturally, your players' species is one of the least powerful and in order to win the league, you have to take on the lizards, wild goats and all-conquering rhinos. A password system allows old games to be restarted so you don't have to worry about battling through the lot in one session. Mind you, the codes are so long it's sometimes quicker to play the thing through again!

He bursts into tears as yet another match is lost – yes, there's a touch of humour in amongst the mayhem.

JAGGED EDGE

If you are used to buying ST games, *Brutal Sport*'s presentation will blow you away. The graphics are beautifully defined and the enthusiastic roars of approval from the crowd and almighty thuds as mutants go crashing into each other just add to the atmosphere. The background music is a little less inspiring and the players could also do with a few more frames of animation, but neither detract from the gameplay too much.

Of course, the presentation wouldn't mean a single thing if the control system wasn't up to scratch, and thankfully this is probably the very best aspect of the game. The collision detection shows no sign of favouritism and the scrolling never hinders the speed of play. As with all truly great sports sims, two-player games are possible if you've got the extra controller.

VERDICT

Brutal Sports is incredibly satisfying to play – you can almost feel the force of each tackle and there are no pointless rules to worry about. It's quite violent, but in a cartoony sort of way and there's plenty of humour thrown in too; just watch the opposing team burst into tears as they lose! There's little doubt that the Jag will see more technically impressive games, but in the playability stakes, *Brutal Sports* reigns supreme!

FACTS 'N' FIGURES

Product:
Brutal Sports Football

Price:
£59.99

Players:
1 or 2

Graphics:
●●●●●●●●●○

Sound:
●●●●●●●●●○

VFM:
●●●●●●●●●○

Playability:
●●●●●●●●●○

OVERALL
84%

SUMMARY

GOOD POINTS:
Slick presentation
Tremendously playable

BAD POINTS:
Power-ups are awkward to use
Uninspiring music

FINAL WORD:
"Brutal sports is a quality simulation – it plays like a dream and is the best two-player Jaguar game so far."

Shields and other power-ups can be grabbed by any player and used against the other team.

▼ Try p-p-p-picking up these penguins and you'll get a hernia.

Checkered Flag

Jaguar • Atari • £40

Let's face it, if imitation is the sincerest form of flattery, *Checkered Flag* is licking *Virtua Racing*'s boots.

But, like most imitations, this pales alongside the original. In fact, it's so pale it's almost see-through.

Checkered Flag features more tracks than *Virtua* (10) and more views (six) but in every other way it just can't match Sega's number one racer.

The graphics are functional at best and laughable at worst, while the tracks are tediously repetitive, with little detail and few interesting features.

▶ The tracks look different, but they all feel the same.

The quirky control system doesn't help. It's too easy to oversteer and you're constantly nudging on the joypad just to stay in a straight line

Sure you can master it. If you want to. We didn't.

Add in sound effects that seem to have been produced using a comb and paper and you've got a game that needs to be sent back to the pits.

▲▼ It's a lot easier to get around the courses using the higher-angle views.

Ultimately

Yawnsome

55%

⊕ The variety of courses and views
⊖ Bland graphics and gameplay

Club Drive

Jaguar • Atari • £40

FULL THROTTLE

It's taken this game nearly two years to show up. It was announced at the same time as the Jaguar, and Atari promised something special.

Sadly, though, *Club Drive* is rubbish. The smooth and detailed polygons do not make up for the shocking gameplay.

This is best described as a mongrel cross between *Hard Drivin'* and *Micro Machines* which sadly ignores the finer points of both games. What you have here is either a tedious racing game, or an annoying arcade-style runaround.

The *Micro Machines* mode is by far the better of the two, but it'sstill not very good.

You have to race your miniature car around a house, looking for hidden power balls. Once you've found them all, it's game over, almost like a punishment. Not good.

▲ Be honest – is this what you expect 64-bit graphics to look like?

Ow. I don't like this at all. The car is a pig to control and it all seems pretty aimless.

You can drive anywhere you want, which may sound like a good idea, but in practice it's just plain confusing.

Avoid *Club Drive*. Buy something good instead, like *Doom*, or *Tempest* or anything. Just not this. The Jag still awaits a decent driving game.

Ultimately

Wrecked

49%

⊕ Nice polygons and good ideas
⊖ Dull gameplay, awful sound

▲ Oh dear, oh dear, oh dear, oh dear, oh dear... get the idea?

▼ Great polygons, shame about the gameplay.

TOP CHEATS

FIFA International Soccer, SNES: It's a funny old game, but if you want to be over the moon try out this excellent cheat. Go to the game options screen and press A, A, A, A, Y, Y, Y and Y to get a super goalie. At the same screen press A, A, B, Y, Y, X and X to get a dream team.

■ JAGUAR

■ Racing ■ Atari

■ £Unconfirmed ■ Out December

■ No other versions available

■ No other versions planned

JAGUAR

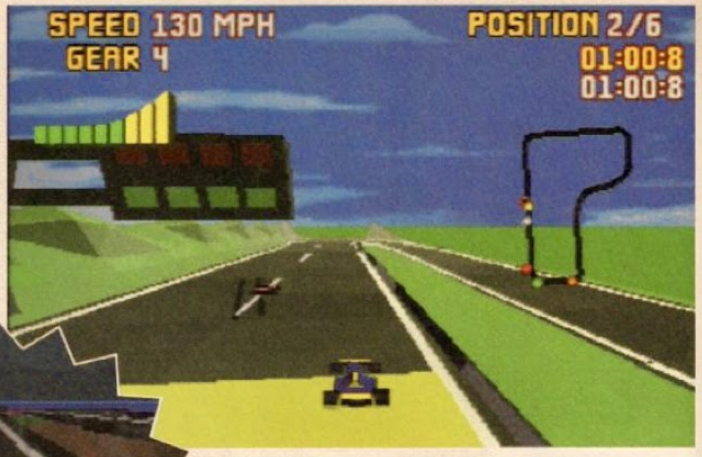
checkered

You might think that Checkered Flag is just another Virtua Racing clone, and you'd be right. Because it is.

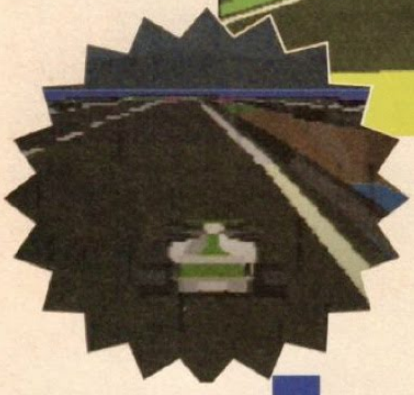
Isn't America incredible? A nation forged in the spirit of democracy by a handful of settlers from all countries. Centuries later it's arguably the greatest power on the planet, and has contributed such wonders as the Remington shaver and TV docudrama to world culture, yet they still can't spell. Look, if you're American and you're reading this, it's *chequered*. With a Q. And whilst we're about it, there's no F in sulphur either. And try putting the U in 'color', fools. Ooh, it makes me so mad...

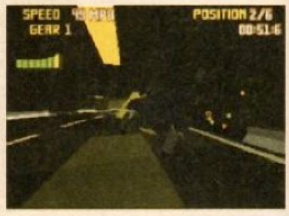
Anyway, *chequered* Flag is Atari's first foray into the wacky world of polygon racers. You, as a prospective player, are put into the not-exactly spacious seat of a grand prix driver currently entered, uncannily, into a GP.If you're not too hot on competitive sports, the idea of the game is to complete a set number of laps of each course faster than any of the other drivers on the track. Obviously your opponents would quite like to stop you doing this, and use a barrage of dirty tricks to cut you off or cause you to crash – tricks which you yourself are also welcome to employ.

Despite this, the bigest challenge you face has nowt to do with irate wheelsmiths and more to do with the courses you face, and even your own car. Learning to handle your motor, and which one of the six different views suits you best in which circumstances. And this is before you even bother with manual gears.



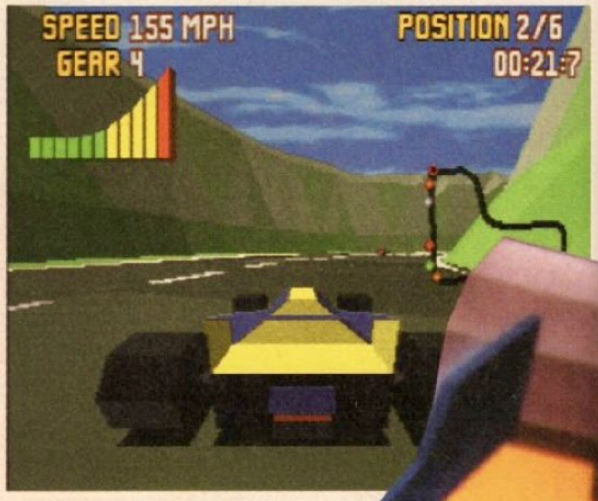
This is where it all starts. Unlike Virtua Racing you're free to adopt any viewpoint of your choosing before you actually hit the road, so you can begin the race all prepared.





One of the main advantages of the closer views is the impressive graphical scenes such as this.

This options screen allows you to customise your car before each race, right down to the paint colour. Useful.



Oh no, it's a corner. This means lots of joypad-wrestling as you desperately try to keep control of your car.

This looks nice, doesn't it? Shame the 3D update is so jerky, because otherwise Checkered Flag would be a very good-looking game.

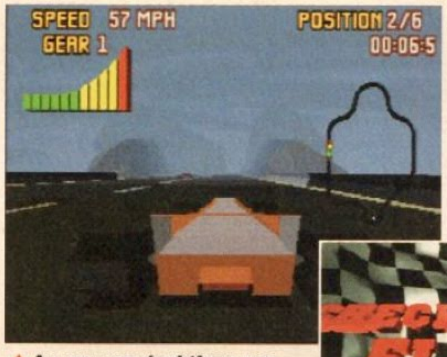
SLOWING DOWN FOR THE PITS

You'll doubtless notice that it's all too easy to prang your wheels on your travels around the circuits of the world. Luckily, though, you have a fully computerised virtual pit crew to help you out in just such situations. Pull into the pit lane as you complete a lap and your mechanics get straight to work, repairing any speed-impairing damage you may have clocked up. Of course, this does cost valuable time in the short term, but over the long run it's always a good idea to hit the pit to deal with any difficulties a good two or three laps before the finish.

● GAME BY ATARI ● CONTACT ATARI (0753 533344) FOR INFORMATION

DON'T FORGET YOUR SOU'WESTER

Weather eh? Can't live with it, can't live without it, that's the climate of the world. This very same climate is faithfully reproduced in Checkered Flag (except it doesn't look all sunny at the start of a race and then starts chucking it down when you've set out in a T-shirt with no umbrella, like what happens in real life), which features an array of meteorological conditions and also allows you to equip your car to cope with them. Sunny tracks are fine, although you'll find your travel sweets melt if you leave them on the dashboard, and require no twiddling. Rain is pretty easy to deal with by the simple addition of wet=road tyres which allow you to keep a firm grip around corners. The most potentially hazardous act of God is probably view-obscuring fog, which limits visibility to quite disgraceful proportions. Keep an eye on your speedo and mind that child in the event of mist.



▼ *There'll be a number of race games out on new machines and this on Jag is the first.*

▲ *As you can doubtless see, the fog is graduated for a more realistic effect.*

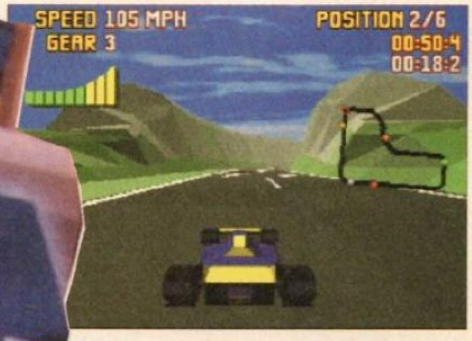
flag

SECOND OPINION

I wholeheartedly agree with Rad on this one. Checkered Flag had the potential to be a cracking title, but there are just too many things preventing it. The cornering is highly slack and not at all realistic – your vehicle doesn't even handle like you'd imagine a pretend race car to. Yes, it is fairly accomplished technically, but if Sega can knock out a game almost as impressive as this on a machine with a quarter of the power that's really no excuse.

MARK PATTERSON

◀ *Another tussle takes place for a few vital seconds of time. Although they're not vital because the game's quite easy.*



▲ *Checkered Flag has all the hallmarks of an excellent game that refused to drive out of the pits.*

ALTERNATIVE

32X

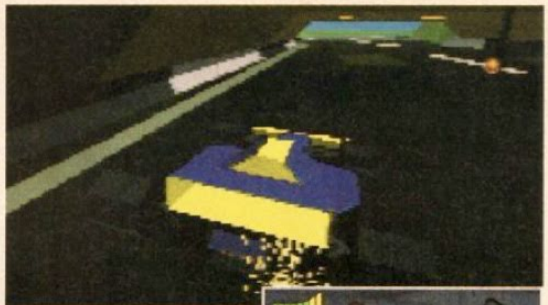
■ **Virtua Racing Deluxe**

■ **Sega/£Unconfirmed**

Waiting in the wings to claim the best racer ever crown is this superlative effort from Sega. This is what the next generation consoles are capable of.

■ **ISSUE 157: 93%**

* *Attention to detail, that's the ticket. Get a load of that lovely shower of sparks.*



The perspective looks great, but makes it very hard to see where you're going. As does the fog. ▶

VERDICT

JAGUAR

Checkered Flag is extremely 'reminiscent' of Sega's classic Virtua Racing, with a couple of notable exceptions. For starters, there's no two-player option, a major oversight when you think that was probably the Mega Drive VR's big selling point. The other big difference is in the handling of the car, which turns very sluggishly. Fair enough, programmers still have to get the hang of the machine, but the Jaguar is capable of much more.

RAD AUTOMATIC

■ GRAPHICS	80
■ SOUND	82
■ PLAYABILITY	74
■ VALUE	71

OVERALL

72

No matter how hard you ram the car into the scenery, it just bounces straight back into shape.

The graphics remain fast and smooth on most of the tracks, but Desert Pass certainly presents a few hairy moments.

JAGGED EDGE

FIRST PAST THE POST

The Jaguar finally has its first taste of Formula-1 action! Insanely gripped by the desire to win, Nial Grimes sets about ramming other cars off the track...

GAME PLAY

It seems strangely ironic that Atari, creator of *Pole Position*, should be reduced to mimicking Sega motoring games, and yet one look at *Checkered Flag* is enough to tell you that this is *Virtua Racing* under a different name. Considering the immense amount of playability packed into the original though, that's no bad thing. So just how well does Atari's ankle-biter stack up against the Sega smash?

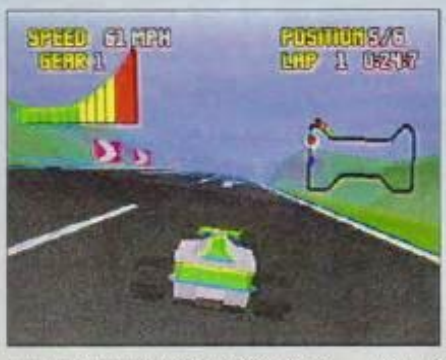
Pure arcade blood literally pulses through *Checkered Flag* – it's pedal to the metal from the moment the game begins until you come roaring home in pole position, complete with five drone cars wrapped around your bumper. There is no damage-meter to worry about, although your pride takes a severe battering as the car goes hurtling into a grass verge for the tenth time in a row. It's a real buzz to play and the tension is immense, helped no doubt by the artificial intelligence system, which only ever keeps you a few feet ahead of the pack.

WIN, WIN, WIN...

As with any racing game, the only aim is to win. Each of the ten tracks can be played individually, or you can go for a full-blown tournament – battling your way through the whole lot and facing whatever weather conditions the Jaguar sees fit to throw at you. Points are awarded in order of position, and the idea is to become world champion by the end of the season.

It's evident soon after you begin to play the game that the Jaguar power-pad wasn't really designed to control high-performance racing cars. You are given a choice between a low or high airfoil (good grip versus top speed) but either way, the car is very jumpy – the back swings out, tyres screeching at the merest suggestion of a corner, and crashing becomes a regular part of the game. A rotating track map in the corner of the screen shows the position of each car and at least gives some idea of what's to come. It can always be disabled if you think it sounds a bit too much like cheating.

The car and all of the scenery are represented through immense polygon graphics. A number of different viewpoints are available and as you watch the camera slide from side to side in a desperate attempt to keep up with the tail of the car, you can't help but be impressed. When you're



The weather conditions are very nicely done – fog limits visibility just enough to make things exciting.

As your car enters a tunnel, the camera gently bobs down to clear the roof. All other landmarks are treated in the same way – very classy!

FACTS 'N' FIGURES

Product:
Checkered Flag

Price:
£54.99

Players:
1

Graphics:
●●●●●●●●○○

Sound:
●●●●●●●●○○

Value For Money:
●●●●●○○○○○

Playability:
●●●●●●●●○○

OVERALL
70%

"Yes Mr Hill, the 1995 Atari coupé features superb wet weather tyres and, er, solid bodywork."

Countries aren't named, but you can bet your life that this is the British leg!

Neat graphical touches include huge vector mountains, zeppelins and even a flying saucer!

Checkered Flag is Atari's answer to Virtua Racing, but where's the head-to-head mode guys?

running in one of the aerial modes, the camera gently bobs below each bridge and slides under tunnels effortlessly. Of course, none of these effects would be any use without a seriously kicking frame-rate and, for the most part, *Checkered Flag* delivers. On eight of the tracks, you can quite easily imagine that you're in a dusty arcade playing *Virtua Racing*.

The remaining two are slightly less impressive – everything runs well until a certain point when the frame-rate dips and suddenly your car is travelling an awful lot further between updates. It's only for a few seconds, but it is enough to send your car careering off the track almost every time. Needless to say, the other drivers come screaming past at top speed to rub salt into the wound. The scenery is nicely designed, considering the somewhat limited nature of flat-shaded polygons. Huge mountains scale above the Green Valley track, while igloos and penguins deck out the Arctic leg of the Tournament. Observation planes and zeppelins float effortlessly over each track, and Concrete Canyon has its own special surprise in the form of a flying saucer!

WET AND DRY

Atari has pulled out all the stops to make *Checkered Flag* as impressive as possible. Not only do you have half a dozen different viewpoints and crashes galore, but also neat graphical effects to back them up. Skid marks build up on the road as you race around and the weather conditions even change from track to track. Rain calls for wet tyres, and good grip is equally essential in the fog. Both feel as realistic as you can expect from any game, and the fog really does leave you wondering what's lying around the next corner. Some suitably fast-paced tunes pump along in the background and the title music is excellent, laden as it is with more heavy guitars than an *Iron Maiden* concert! The engine tone is high powered enough to make you feel that you are indeed travelling at over 150mph too, and the balance between in-game music and effects can be easily adjusted. The namby-pamby automatic gearbox can also be thrown out in favour of a good old six-speed manual.

Even the game selection screen shows a similar level of detail – a spinning three-dimensional car changes to reflect the chosen race colours and the shape of the next track can be displayed in a similar way. Slick isn't the word! While the polygon graphics do lead to a fairly limited level of detail, it does make the game much more immersive; at no point do you feel as though you are playing on "rails" and you can turn around and drive down the track the wrong way if you really want to! The various different viewpoints add to this sense of freedom and most are very usable, the turkey being the in-car angle – imagine, if you will, driving close to 200mph facing backwards with one eye shut and you'll have some idea of the control afforded by this view.

Your car can be viewed from a number of different angles, and basically the higher up you are the easier it gets.

SUMMARY

GOOD POINTS:
Pulse-racing action
Authentic weather conditions

BAD POINTS:
No two-player mode
Occasional slow-down
Too easy to win

FINAL WORD:
"A fast, but flawed, game with more than a passing resemblance to Virtua Racing. Worth a look, but play before you buy!"

VERDICT

Checkered Flag is one of the first big releases for the Jaguar and Atari really needed to pull it off; after all, what console is complete without a good racing game? In a sense, they have – it's fast, furious and almost addictive once you've mastered the sensitive control system (and the cruise control helps out a little bit). However, despite the pace of the game and the periodic jerkiness, *Checkered Flag* is quite easy to finish – in fact, you might well be World Champion by the end of the first sitting. It is the sort of game that you will sit down and play again, but it might wear thin quickly given the lack of a two-player capability.

In fact, much of *Virtua Racing*'s long-term playability can be put down to its dual mode and that places *Checkered Flag* at an immediate disadvantage. It's a real shame, because if ever there was a racer with a rip-roaring game hidden inside it, this is the one...

***ST Review* would like to extend its thanks to:**

Daniel Department
102-5 Peascod St.
Windsor
Berks SL4 1DP
(0753 862106)

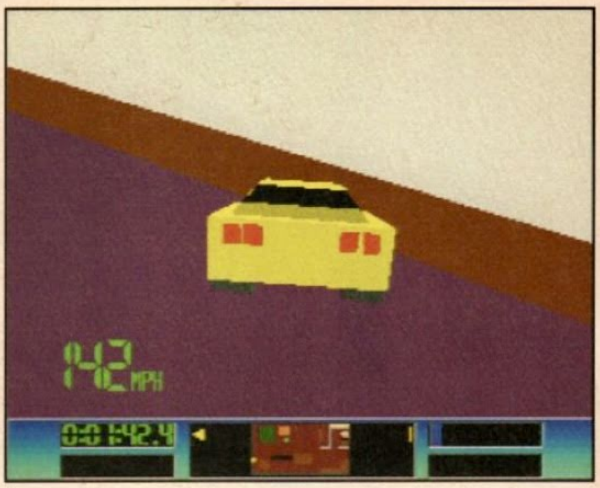
...for the kind loan of all games in *Jagged Edge*.

■ JAGUAR

■ Racing ■ Atari
■ £Unconfirmed ■ Out November
■ No other versions available
■ No other versions planned

It might sound like a golf game, but this is actually another Jag car racing game. And that's the Jag console by the way, before you get confused...

Club



Hey kids! Can you tell what's going on in this picture? The car is officially snagged on a bit of scenery, that's what. ▶

Club Drive is best described as a 3D Micro Machines. You take control of a tiny toy car which you race around gigantic racing environments. The hazards that you come up against range from toilets (which flush when you hit them), to floating cats with no legs (an animated kitty being a bit too much to ask of beleagured polygon technology). Of course, the good thing about polygons is they let you see things from any angle you like, and Club Drive follows the fledgling tradition of allowing the player access to a couple of these. The first-person perspective is probably the best, the behind-the-car camera often misleading you about your angle of projection and the backwards-pointing bonnet cam is all but useless, the scale of the car rendering it impossible to see what's in behind you as well as what's in front.

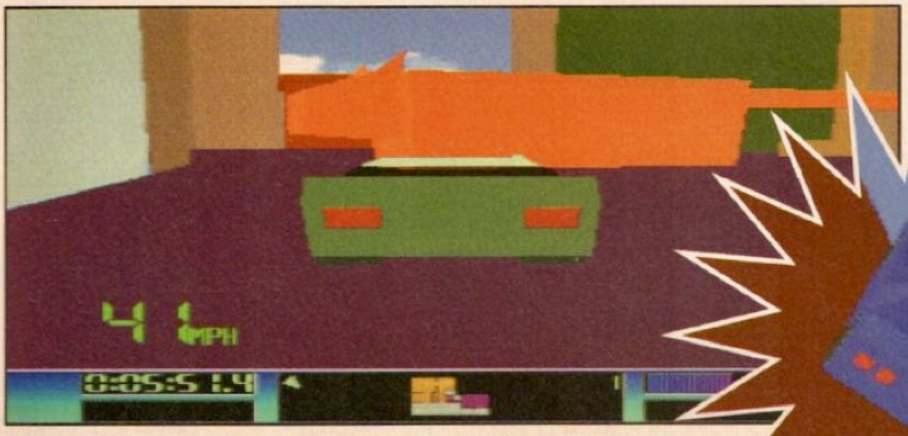
Still what Club Drive lacks in useful views it makes up for in game style options. There are three modes of play; against computer; a timed icon pickup course; but the most enjoyable option is the two-player only tag mode. The object of the game is to crash into the other car, thus making them 'it'. The first person to stay 'it' for a whole minute loses. Actually, 'enjoyable' isn't the word for tag mode, or either of the other two for that matter. 'Bad' is closer to the truth. The trouble is there's no feeling of inertia or traction, so you can't judge your cornering at all. Any game which needs an arrow indicator to tell you which direction you're travelling in is treading on treacherous ground. The other trouble with Club Drive is it's easy to get hopelessly snagged on certain bits of scenery and be thrown over on to your roof by still others. Pootling around in an average household should have been a lot more fun. A bit of a shame, sorry.

◀ *Some ramps lead to elevated track and others are there to throw you around all over the shop...*

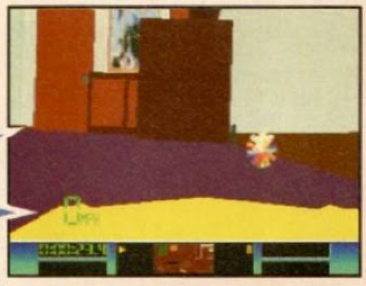
This is the start of the race mode. It's quite easy to get confused with the finishing line because there's nothing to show you where you it is. ▶

▲ *The little unidentifiable thing in the middle of the strip at the bottom of the screen is your map, which shows your location and that of any other cars or powerballs. The arrow thing next to it indicates which direction you're facing in, because otherwise you wouldn't know.*

● GAME BY ATARI ● CONTACT ATARI (0753 5333440) FOR INFORMATION

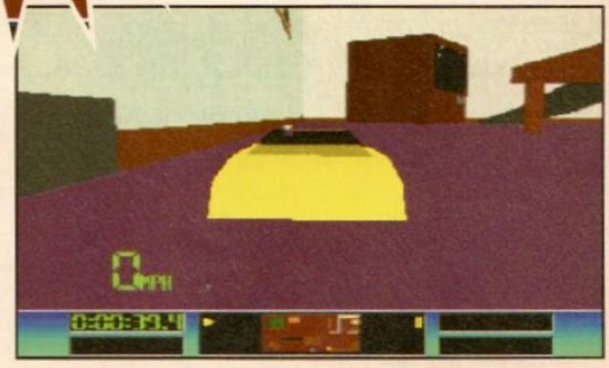


▲ This, believe it or not is a cat. We think. It looks like Dr Who's old robot dog K9 and bawls like a baby when you run into it.



▲ Looking not unlike a multi-coloured ball of yarn, a powerball looks pensive, awaiting collection by your car.

drive



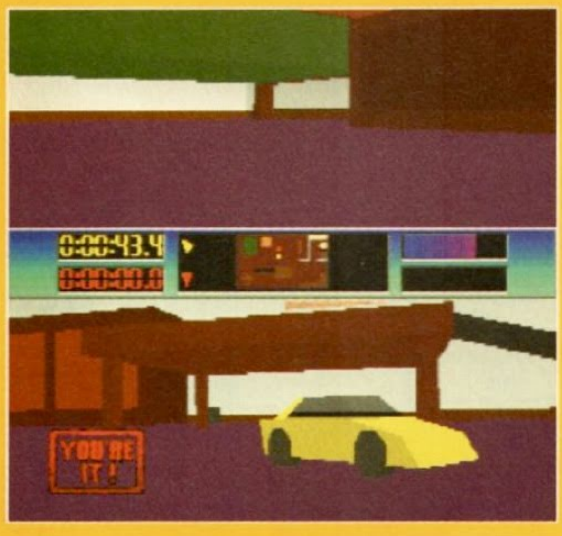
▲ The bonnet camera in full effect. As you can see, though, you can't see.

▲ This is but one small aspect of the myriad of options presented to you before you start playing Club Drive. They're probably more fun than the main game.

▲ This looks quite nice, in a blocky sort of way, but once you start moving it all gets rather jerky.

▲ This Rewind option allows you to play back your most heinous disasters. Pretty useful for finding out exactly what did happen to you.

TAG NUTS



This is the two-player tag game. It's quite good fun for about ten minutes, but once you realise it's impossible to escape from one another, except by dint of weird scenery difficulties, it loses its appeal. What it really needs is larger, more open playing grounds with less confused (and confusing) layouts. And before you even think about it, don't bother trying to drive up any of the ramps, it's nigh on impossible at any sort of speed.

ALTERNATIVE

MEGA DRIVE

- Micro Machines 2
- Codemasters/£39.99

Same toy car theme, but with classic and, furthermore, superlative gameplay, and with added four-player thrills. If you don't already have this you're a fool.

- ISSUE 156: 94%

SECOND OPINION

Club Drive seemed very promising when we originally saw it. The play environments appeared original and well designed, and the sheer variety of game options seemed to scream 'supreme lastability' in our ours ears. Sadly, though, the finished product has turned out to be a pretty insipid effort which handles in a crock-worthy fashion. Full marks for effort, but this isn't worth the dough. There's also a great shortage of pies in this, and I like pies. Bad luck Atari.

MARK PATTERSON

VERDICT

JAGUAR

You've got to feel sorry for Atari at the moment. This month two polygon racers have hit the 64-bit console, and whilst they both look spectacular in still screenshots they're marred by jerky update and vacuous gameplay. Club Drive isn't as bad as it could have been, but I was really expecting a lot more than this. Skip this one and keep saving for Alien Versus Predator or the forthcoming Iron Soldier (which is previewed on page 23).

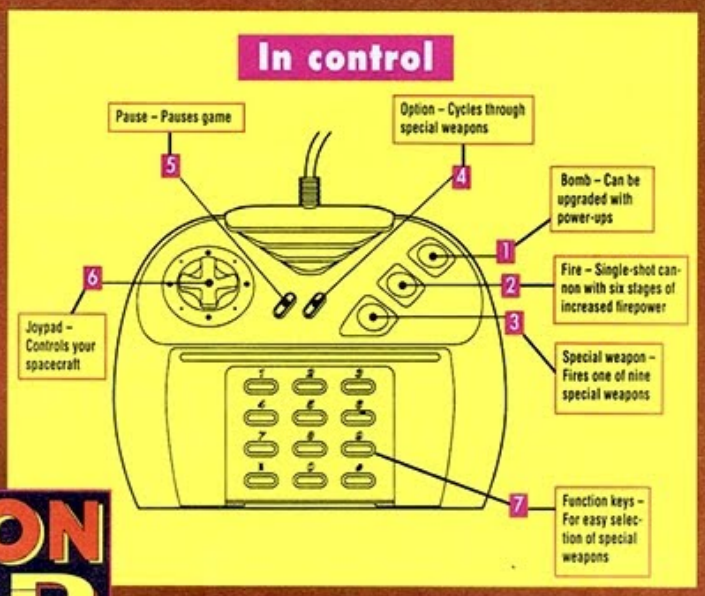
RAD AUTOMATIC

GRAPHICS	80
SOUND	83
PLAYABILITY	67
VALUE	74

OVERALL

72

The first end-of-level enemy and doesn't it look nice! That's 64-bit rendering technology for you...



ACTION GOLD

Trevor McFur in

Take off towards the five moons of the Crescent Galaxy. They're under attack from the evil Odd-It and only Trevor McFur – jaguar and an ace space pilot – can save the world now! Welcome to the wonderful world of the Jaguar

It's four times as powerful as the SNES and the Mega Drive, it's twice as powerful as the CD32, and it's just landed on British soil. Atari's console is the most eagerly awaited games machine ever. Like you, I've seen the previews and early screenshots and they've made me drool so much that I've invested in a bib!

The hardware has arrived, but what about the software? Although there are not a lot of titles out yet, at least there are some. When Commodore's dream machine the CD32 was released last year there was next to nothing available.

Of the handful of official Jaguar games, the one which I should be most concerned with at this moment in time is Trevor McFur in the Crescent Galaxy, mainly because that's what I'm meant to be reviewing!

Crescent Galaxy is a horizontally scrolling shoot-'em-up and you, as the title suggests, play the part of Trevor McFur. Trevor (and this is the clever bit) is a Jaguar. Not just a coincidence methinks.

Trevor is a corporal in the Crescent Galaxy Chapter of the Interplanetary Defence Squad, known as the Circle Reserves. The Galaxy has fallen into dire straits thanks to an evil entity known only as Odd-It. All the planets are under his rule and are severely guarded by his blockade. Trevor McFur is the Galaxy's last and only hope.

With his female feline partner Cutter (a Cheetah I think), Trevor sets co-ordinates for home and prepares for battle. You decide to split up, with Cutter taking the shuttle craft and sneaking through each moon's blockade to get help below while Trevor battles with the deadly armadas in the sky above.

McFur's ultimate objective is to destroy the planet Cosmolite, which is currently serving as Odd-It's main base of operations. It can only be penetrated by destroying the four moons (Osseous, Grottoneria, Zephyria and Equilibriumite) that surround Cosmolite.

I won't beat around the bush; Crescent Galaxy is just a basic horizontally scrolling shoot-'em-up, but it has one distinct advantage. It utilises the 64-bit technology of the Jaguar. This means you get some absolutely gorgeous graphics that will blow your mind.

Looking at the screenshots on these pages doesn't really do Crescent Galaxy justice. The rendered sprites have to be seen in person to be fully appreciated.

But the points where your jaw is really guaranteed to drop are when Trevor

This is a picture of Trevor McFur, the hero of the game. and the kind of cat you can rely on to save the Universe!

Yet another end-of-level beastie, but this time you've got Cutter to help you out

A quick jab of the special weapon button and Cutter, your feline lover comes to help you clear the screen of alien beasties

The end of the level and a winged beastie has decided to spoil your plans to become a hero

the Crescent Galaxy

bumps into the sub and end-of-level guardians. These enemies practically fill half of the screen and they're just so sexy that words could never describe just how good they really are. I could enthuse about the graphics for most of the magazine, but that could get really boring so I won't.

I can't knock Crescent Galaxy on the playability or addiction fronts either. The controls work very well and become second nature after only a couple of go's plus there is a furious sense of compulsion and the difficulty level is set just right so you'll always be lusting after "just one more go".

The only downer I can think of is the lack of a decent tune. The introduction music is plain awful, but luckily it doesn't play during the game and the sound effects are so good that you'll soon forget about this little problem.

The only other thing is that when you take away the 64-bit technology, all you are playing is just another bog-standard shoot-'em-up. This shouldn't concern you too much because it's one of the first shoot-'em-ups on the Jaguar and though it's fairly bog-standard, it is without a doubt one of the sexiest blasters you're ever going to get to grips with. The good thing is that from now on the software is just going to keep getting better and better.

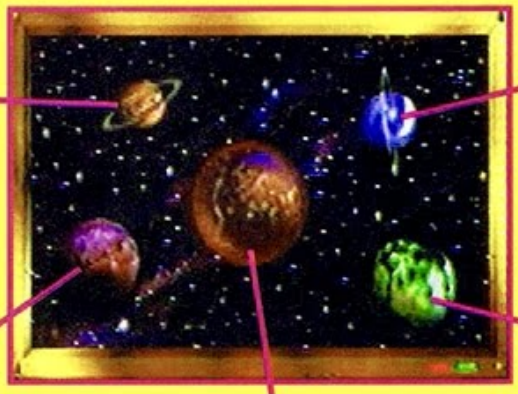
JONATHAN MADDOCK

A gun-toting cherub with a mean pair of shades decides to take one of your lives away

One of the better special weapons is the beam which practically clears everything from your view

Fly me to the moon...

Look into the sky at night and I guarantee that even Patrick Moore wouldn't be able to see any of these moons. Here is the STA guide to the five levels found in Crescent Galaxy



Equilibriumite was formed by the union of two large asteroids and its surface resembles wet swampland. There are many deadly forms of life which inhabit the planet. Pillbugs, fireflies, skullbats, sadmasks and even the ferns are out to bring Trevor McFur's quest to an end

Osseous is a bleak and dry moon. It is sealed by a layer of gaseous radiation, which makes for a spectacular sky full of colours. The dangerous mutations that inhabit the planet include Firebugs, Flying Rats, Skeletal Vultures and Scorpions

Grottoneria is a craggy moon with a network of caves and tunnels which are filled with natural minerals and ores. Odd-It controls the minds of the native creatures. Among these beasts are bats, slugs, cyber spiders and dino's plus natural causes such as falling stalactites to be avoided

Zephyria has no core. Instead the moon consists of colourful nebulaes, gaseous clouds and floating segments of rock, creating islands in the sky. New breeds of life such as spinners, hummingbirds, dragons and cyber cherubs have developed here and are unlike anything on any other moon

Cosmolite is a city planet which once represented the heralding achievements of the Crescent Galaxy. Now it has become a land of industrial chaos. You must battle Odd-It in his city-fortress, where he has accumulated massive armies. Enemies which you must do battle with include taxifish, eyeballs and starbots

VISION ★★★★★★★★★★

AUDIO ★★★★★★★★★★

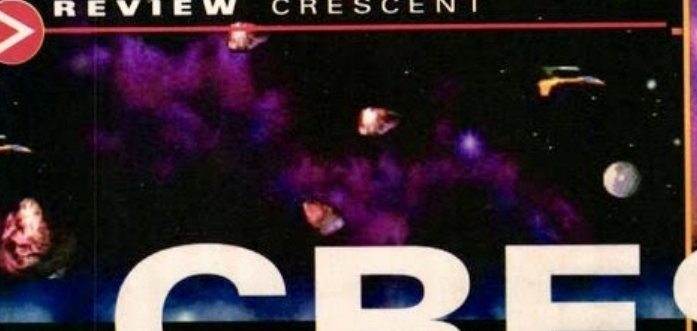
DIFFICULTY ★★★★★★★★★★

LASTABILITY ★★★★★★★★★★

90%

Crescent Galaxy, as a concept, doesn't excite because once you've seen one blaster you've seen them all, but this contains the best graphics I've seen in ages plus extremely high levels of playability and addiction. Sex in a cartridge!

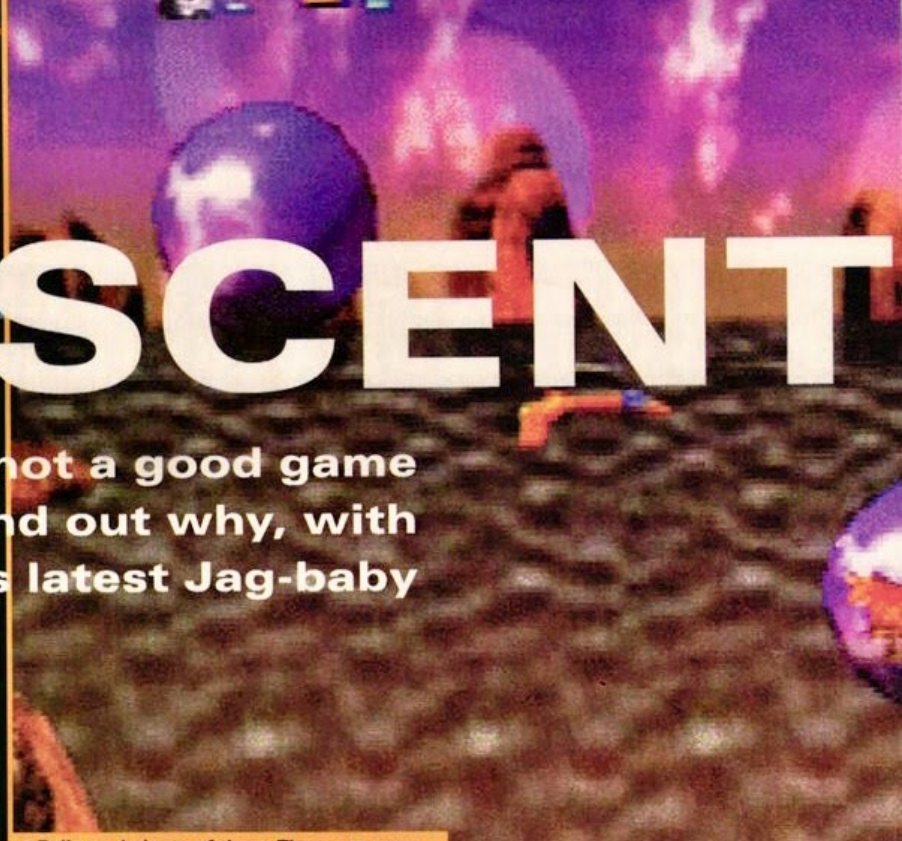
Publisher ➤ Atari
Developer ➤ Atari
Price ➤ £39.99



CRESCENT

Graphics alone do not a good game make. Let's find out why, with Atari's latest Jag-baby

Trevor McFur in *Crescent Galaxy* is shallow. Let's not be sad and pretend that what we have is a good game, because what we have is a shoot-'em-up which is so bog-standard it might as well be made of porcelain and have a seat. As exclusively predicted in *ST FORMAT* last month, *Galaxy* has very little depth, and apart from the excellent graphics and quality sound effects we have a game which stems from the very early days of videogaming.



● Balls, and plenty of them. These are some of the least interesting enemies from any game ever. Yes, they're rendered; yes, they're pretty; but they aren't animated and they have no intelligence.

● The graphics in *Crescent Galaxy* are stunning, but they do suffer from a lack of parallax scrolling.

Crescent Galaxy could be a CD game, actually. That's not meant as a slur on CD, which is, undoubtedly, a great medium in which to store games, but merely a reflection on the majority of CD-based games which have appeared to date. *Dragon's Lair, Road Avenger, Mad Dog McCree, Microcosm* – all games which are astonishingly pretty, sound great, but contain very little in the way of an actual game. Is this what we really want?

"Each of the enemies, asteroids and spaceships have been expertly raytraced, and move beautifully"

The good...

Hey, let's talk about the good bits first. *Crescent Galaxy (CG)* is a sideways-scrolling shoot-'em-up, and as you can see from the screenshots the graphics are second to none. Each of the enemies, asteroids and spaceships have been expertly raytraced, and move beautifully. Top marks to the designers.

Likewise the sound. A minimal tune marks the theme, with pleasant sampled instruments plinking out an ambient soundtrack. The effects are atmospheric with a crackling, electrical-sounding sample when you fire a laser, and great explosion sounds.

Uh, right. They're the good parts. So on to the rest. Oh, dear...

● *CG's an original shoot-'em-up created for the Jaguar. Funny, that, because the Jaguar's capable of so much more.*

ENEMIES AFOOT

The alien entities most likely to succeed, in reverse order, along with their official descriptions and marks out of ten, are:

8 FIREFLIES

"Armored insectoids with a laser sting." Short, sweet, to-the-point. More of these, please. 8/10

7 SCORPIONS

"Technology's finest alloys formed in the shape of one of nature's fiercest predators." Not bad. 7/10

6 CYBER SPIDERS

"Chromed creepy crawlies spin a certain doom for you here. Where there's one, there are more to follow!" Alliteration, we love it. 6/10

5 DINOS

"Thick armoured skin and laser blast eyes make this running raptor one to avoid." Raptors are in vogue, otherwise a little dull. 5/10

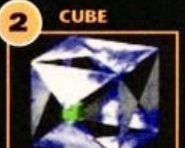
4 DRAGONS

"Don't let the butterfly wings fool you, these creatures are sturdy reptiles with an appetite." Great, except they're not like this in the actual game. 4/10

3 SPINNERS

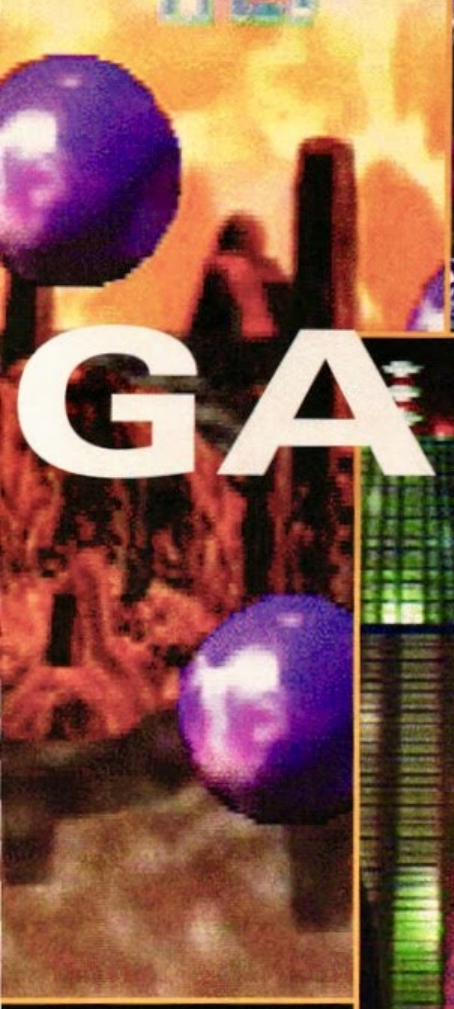
"Go round and round! Don't let their round razor edges catch you!" Too short, no humour, poor use of exclamations. 3/10

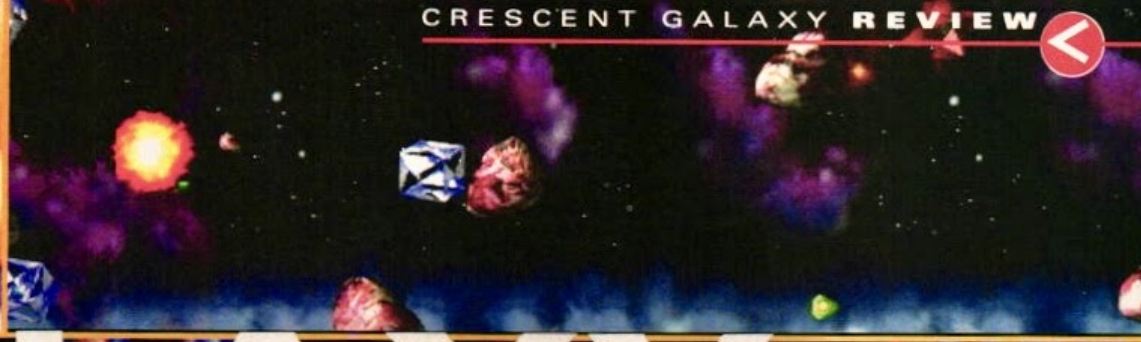
2 CUBE

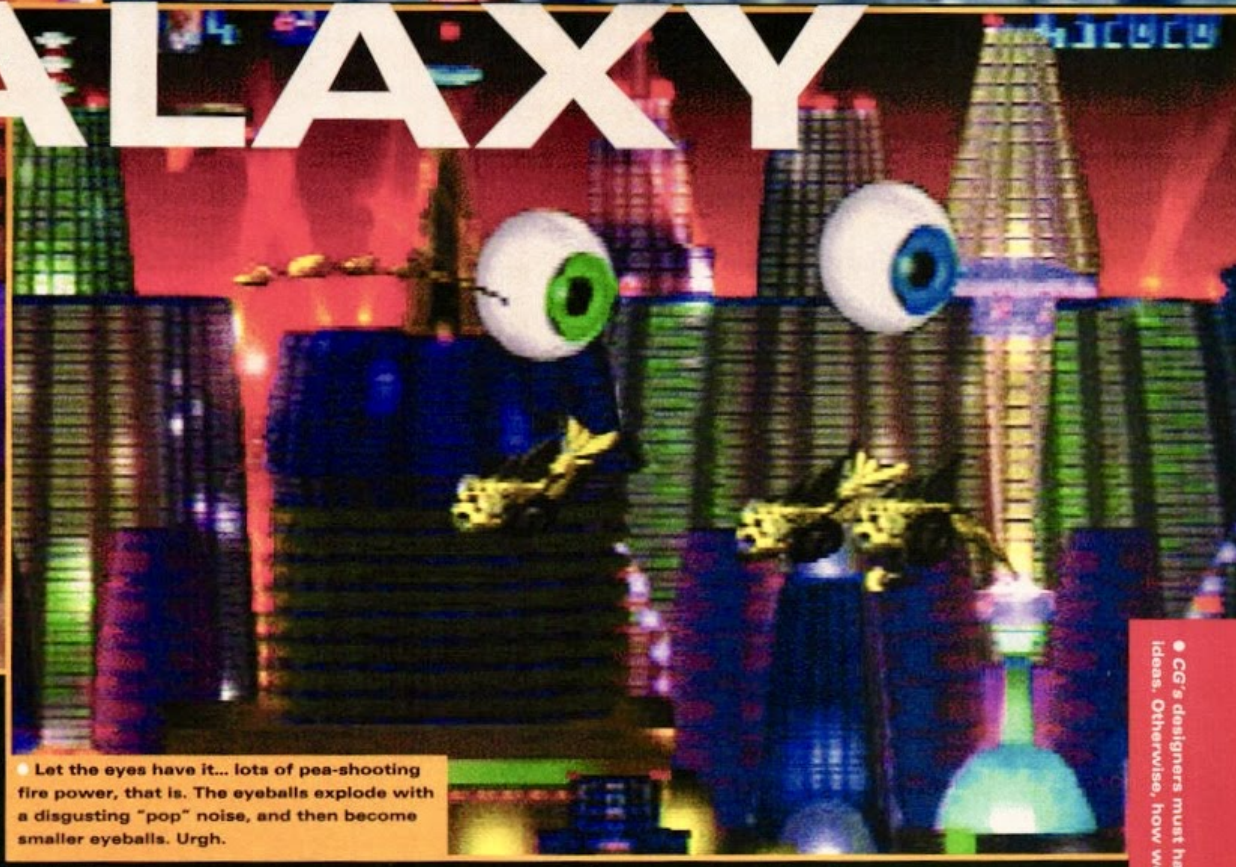


"Not a box shape to mess around with," apparently. We couldn't find any alternative box shapes, though, however hard we tried. 2/10

GALAXY







Let the eyes have it... lots of pea-shooting fire power, that is. The eyeballs explode with a disgusting "pop" noise, and then become smaller eyeballs. Urgh.

... the bad...

Let's begin the downturn with the presentation. There is no presentation to speak of. Yes, there are introduction screens and little messages that come up to tell you when you're dead, but very little thought appears to have been taken about real presentation.

In fact, it's almost as though the developers have been asleep for the last eight years, and they haven't learned any of the tricks and features which endear games to the players. Take dying, for instance. Nobody likes it, and everybody who plays a game tries to avoid bullets and enemies making contact with their ship. That's the point. However, you come to accept that dying is part and parcel of playing a shoot-'em-up, and you take it (reasonably) gracefully.

Crescent Galaxy is slightly different, because when you die there's an explosion, and then you return immediately. There's no break, no animation, no let up in the action for a while so you can compose yourself for your next attempt: you're just there.

And, when you've used up your life quota of five ships, *CG* asks you to "Press fire to continue." You have no choice: you press fire, you continue. After three continues, you die. It's all very clinical, that's the problem.

The background graphics are invariably beautifully-drawn, but they scroll

● *CG*'s designers must have taken something naughty to get some ideas. Otherwise, how would they have invented Cyber Cherubs?

This level makes you want to sing *Sing Me A Rainbow*, (or something quite jolly anyway). Wear sunglasses.

1 CYBER CHERUBS

"Chromed cuties with guns of steel. Watch out! Their arrows aren't full of love." Hmmm. Guns which fire arrows? I don't think so. And what a terrible idea, anyway. 0/10

VERDICT

So the trophy goes to the Cyber Cherubs. A likeable bunch, but sadly a nightmare in the hands of the copy writers.

● As somebody commented "The backgrounds look like you're scrolling past somebody's living room, with a particularly pleasing mural on the wall." And we agree.

● Nine out of ten owners said their cat didn't want to do this.

● *Crescent Galaxy? Crescent Load-of-old-cack*, we say. Come on, Mr Atari, try to put in some gameplay and presentation next time...

past a kind of wallpaper. It's very two-dimensional, and even the odd parallax object which scrolls past doesn't help. The potential must be in the Jaguar to produce multi-layer parallax scrolling, so why wasn't it used here? It wouldn't have upped the gameplay, but it would have made it even more pretty.

Also, we have the utter travesty that is the high-score table. Like any average high-score table, *CG's* proudly displays the scores in order of greatness in front of a pretty image. But, it won't let you enter your name. Nope, no way. Let me ask you, Mr Developer, what's the point? Why have a high-score table at all, if you can't enter your name?

... and the average

The idea of the game is to take Trevor McFur in his spaceship and wipe out the enemy. The foe in this case is a vile entity known curiously as Odd-It (for reasons only known to Atari). The plot's all based around a planet called Cosmolite which, along with its four moons, has been overthrown by killer Starbots, deadly Gundinos and savage Cyber Cherubs. Er, right. Yes, more oddly-named entities gang up on you and fire lots of bullets in your general direction. "This doesn't sound too bad, really. What exactly is wrong with *Crescent Galaxy?*"

"The idea of the game is to take Trevor McFur in his spaceship and wipe out the enemy"

Er, it's just all a bit sad, really. There's a lot of potential in sideways-scrolling shoot-'em-ups, as proven with coin-ops such as *Nemesis, R-Type* and the like, and the fact is *CG* takes the game back to its very roots. It rather lacks polish, refinement, atmosphere; but most of all it's not addictive. The difficulty level is high, but it doesn't have enough appeal to bring you back again and again in an attempt to better your high score.

Sorry to point out the box blurb, but it's just so fitting: "A 64-bit gaming experience like no other." Thank God, I say.

ANDY NUTTALL

MOTHER TONGUE?

The text in the game is especially badly-written. Whoever typed the appalling snippets of prose into their computer should be shot, because it reads like some copy that has been poorly translated from original Japanese. Take this example:

"General Patent here, McFur-ball, now quit fooling around. You can still pull kitty litter duty! That is if Odd-It's not wearing that pretty coat of yours. It's up to you and Cutter now! Luck to both of you — Patent out!"

Er, yes. Perhaps the writer wasn't helped by the terrible naming of characters: "McFur" for the hero; "Odd-It" for the baddie; "General Patent" for the old soldier; but even so this trite collection of puns should never have made it into a finished game. The Americans may like it, but we don't. Disgraceful.

CRESCENT GALAXY

£59.99 ■ Atari Import

GRAPHICS ●●●●
Great rendering, limited parallax.

SOUND ●●
Odd music, fiddly sound effects.

CAPABILITY ●●
Fast and colourful, could do better.

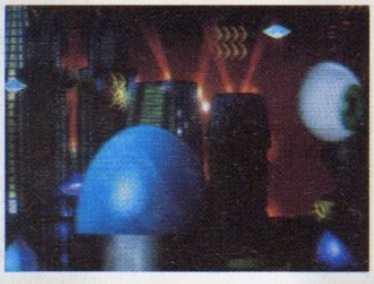
GAMEPLAY ●
Dull, tedious romp.

STF RATING 44%

Trevor McFur In Crescent Galaxy

Format:	Jaguar
Publisher:	Atari
Developer:	In-house
Price:	£50
Size:	16 Meg
Release:	Out now

Shoot 'em ups need end of level bosses, and *Crescent Galaxy* has plenty of those. Unfortunately, they're all so two dimensional that they don't really add anything much – nice use of colours though



Although visually impressive, *Crescent Galaxy* is a sad attempt at a horizontally scrolling shooter. Poor game design and weak sound send this title to the bottom of the class. The Jaguar deserves better than this...

Just when you thought the door to the next generation of videogames was beginning to open, along comes *Trevor McFur In Crescent Galaxy*, to slam it firmly shut in your face. Without doubt, the 64bit Atari Jaguar – or 'Jagwarrr' as it's pronounced in the States – is capable of much, much more than this.

Crescent Galaxy may look fabulous in these static screenshots, but what you can't see is the way it plays. Lurking – hiding almost – behind these impressive visuals is one of the weediest shoot 'em ups ever produced. It's so feeble in fact, you end up feeling sorry for it.

So what is it about *Crescent Galaxy* that makes it so bad? Well, the first thing you're going to notice is the sound that accompanies each shot – it's so laughably weak, you'd be forgiven for thinking you've just plugged in your old Atari VCS by mistake.

Also, your ship also has a distinct lack of firepower. Power-ups don't help much and the special weapons aren't, well, special. The levels themselves are all very basic in design, with only two layers of parallax at one time, and the whole game scrolls only horizontally. Nowadays this is barely acceptable on a 16bit machine, never mind a 64bit one.

Crescent Galaxy has some well rendered visuals, especially the bosses, but it's totally let down by its badly implemented gameplay.

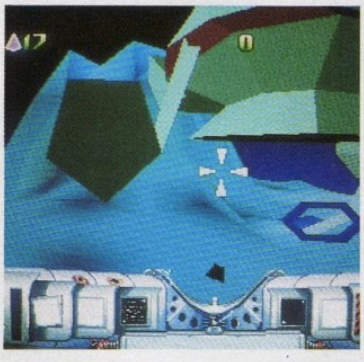
If it had more variety in the levels, less random enemies, bigger and more powerful weapons to use, more depth and infinitely better game design, it would have been a great Jaguar release. If only...

Edge rating: **Four/10**

Cybermorph

Format:	Jaguar
Publisher:	Atari
Developer:	Attention To Detail
Price:	£NA
Size:	16 Mbit
Release:	December

With 64bit architecture and a host of custom chips, the Jaguar excels at 3D. Indeed, *Cybermorph* – which is bundled with the machine – is a glorious looking game with Gouraud shading and loads of colours



With *Cybermorph*, you can view the action from the cockpit (top) or from behind your ship, *Starwing*-style (bottom). You also get a radar in the top righthand corner of the screen and a ground height/altimeter in the bottom righthand corner

Atari need a winner. With the Falcon dead, the Lynx an endangered species and the ST coughing up blood after a severe bruising from the Amiga, Atari's hopes of success – and even survival – are pinned on the matt black casing of the Jaguar.

And, likewise, the Jaguar needs a winner. The Super NES has *Super Mario*, *Starwing* and *Street Fighter II*. The Mega Drive has *Sonic*, *John Madden* and *Street Fighter II*.

Like 3DO, the Jaguar needs to make an impact. Thankfully, it has *Cybermorph* on its side, which comes bundled with the machine.

Cybermorph – coded in the UK by Attention To Detail – is as good a showpiece for the Jaguar as Atari could have hoped for.

Set on a distant planet... well, 52 distant planets to be exact, *Cybermorph* is a cross between *Starwing*, *Virus* and a 3D *Defender*. At its most basic, the game is a collect and shoot 'em up: kill the baddies, get the power-ups and collect all the pods so you can exit to the next planet. Simple.

Of course, there's much more to it than that. Each planet has its own brand of devious enemies who shoot at you, ram you, stick to your craft and generally get in the way.

Pods are hidden, imprisoned, caged up or

This transport ship shuttles back and forth carrying power-ups (the purple and yellow discs). Blast it, and they fall to the floor...

guarded by forcefields. And large sections of the planet are blocked by walls or hidden pathways through ravines and valleys.

Simple, yes. Easy, no.

Okay, you get six weapon systems to collect and three different superweapons with which to lay waste your enemies.

But you also get a paltry three lives which, on your first attempt, should last about a minute. As you find your way around the multi-button joypad (which isn't quite as dismal as **Edge** first feared) and gradually learn to control your ship, the game opens up to reveal hidden depths.

You also have a guide through this bewildering world in the shape of Skylar, your onboard holograph. This bald female pops up to proffer the odd word of advice, encouragement and to tell you when you have only one pod left to pick up.

The speech is 16bit sample perfect – real F-15 cockpit stuff – and is a welcome sound amongst the laserfire and explosions. Skylar has a repertoire of 11 phrases from 'Ouch' when you take a hit, to 'Portal now open' when the last pod is in your possession.

Spinning triangles are teleporters which warp you to different locations. The screen performs a swift blue-out, and you reappear elsewhere

You can view the action from a number of standpoints: from behind your ship (main), from the left (top left), inside the cockpit (top centre), or from the right (top right). You can also view the ship from in front which, like the side views, is a nice touch but pretty much useless...

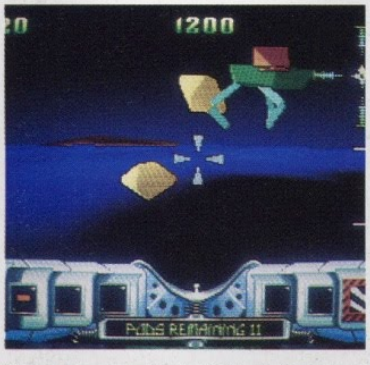
In fact it's a lot of these subtle – almost useless – touches, that elevate *Cybermorph* from just another 3D game. You can view your ship from four different angles, not including a cockpit view; you can alter the volume of sound effects, engine whine and Skylar's speech while the game is paused; you can toggle the targeting crosshair on and off; and you can reconfigure the controls to suit your own preferences. Even the cartridge is user-friendly, saving your control settings and high scores, thanks to an E^2PROM (Electrically Programmable Read-Only Memory) chip inside.

And speaking, as we were, of controls, the T-Griffon ship is surprisingly responsive – almost over-responsive at first, until you get to grips with its turning circle and the way in which the entire 3D landscape moves around the ship. One excellent feature is that you can stop the ship dead, and even go into reverse, sliding backwards over the landscape (a

Continued next page

Here are two of the pods that you are tasked with collecting. Some, like these, are found just lying around the place while others are secreted in prisons or behind huge, apparently impregnable forcefields

This missile-gobbing head appears as the first end-of-system boss. However he pops again as a standard enemy on planet Hades (above). Having dispatched his arsenal, he slides back below ground, out of sight



Vortex towers (top) sit like tall, polygonal plants, infecting the landscape with antimatter. Worse, Pod Snatchers (bottom) pick up your pods up and drop them onto the blackened land where they slowly die – unless you come to their rescue

← particularly useful tactic since you can still fire forwards at any oncoming vehicles).

So the T-Griffon is more like a helicopter than a plane – and a good thing too. It would be far less playable if, on missing a pod, you had to fly around for another pass.

Given that *Cybermorph* is a) tricky and b) huge, it's only sensible that ATD have included a password system, enabling you to save your game after every eight planets. And there's a code to a secret system with... well, that would be telling.

Extra lives are awarded on gaining high scores, and with pick-ups. There are also a number of secret worlds to be discovered, strewn with free power-ups.

Without doubt, *Cybermorph*'s main lure is the visuals: it sure is a looker, with millions of colours and stunning Gouraud shaded landscape. It all moves dead smoothly but, to be honest, the 3D ships and buildings are all a bit basic, made of simple shapes with gaudy colour schemes. There's little of the finesse that you find with simulators like *TFX*, and even *Starwing* contains much more interesting enemies.

But in the final assessment, it's gameplay that counts and *Cybermorph* has nothing to fear in that department. From the first firebutton press, it's pretty much non-stop action, and even though there's no timer, the game comes with a built-in sense of panic as you attempt to scoop up all the pods and haul ass outta there.

Each planet differs enough from the last to avoid unwanted sensations of déja vu, and there are enough new enemies and puzzle

Your ship – the T-Griffon, or Transmogriffon – changes shape depending upon its speed, becoming sleeker at high velocity

elements introduced so that you just never quite know what's coming next...

It's also a perfect first-time game for new Jaguar owners: it's easy to pick up and play, you can roam around blasting things to bits without necessarily knowing what your mission is, and you have a choice of planets to play before you start going over old ground.

But, best of all, Jaguar owners can feel that their purchase was justified. *Cybermorph* is a fine game in its own right, and carries with it the promise of Jaguar games to come – not least of which is the sequel *Battlemorph* from ATD, due late '94.

Like *Crash 'n Burn* which is bundled with Panasonic's 3DO, *Cybermorph* isn't perfect, but it's a damn good start. And that's exactly what the Jaguar needs.

Edge rating: **Eight/**10

Later planets provide puzzles to solve. The huge, blue forcefield (main) – which looks more impressive in the game itself – separates you from your pods. Fly through the right transporter and you find the generator (bottom left) that powers the forcefield. Destroy it, warp back and it's pod city (bottom right)

Attention To Detail

ATD

ATTENTION TO DETAIL

Cybermorph **was written by Attention To Detail – a small outfit now based in a converted farm building near Warwick.**

But while the name may not ring many bells, ATD have been involved in some major projects, including a development system and *The Last Ninja* for Konix' doomed Multisystem, plus a couple of projects for Lucasfilm games – *Night Shift* and *Indiana Jones And The Fate Of Atlantis*.

They have also been involved with some coin-op quiz machines and have a new coin-op system under wraps. They are currently undertaking *Battlemorph* for the Jaguar and have a conversion of the Lynx game *Blue Lightning* for the end of next year.

Cybermorph **was programmed by Fred Gill and Brian Pollock, with design by Chris Gibbs, Fred and Brian. Graphics were the responsibility of Chris and Ian Harling, with sound by Uncle Art and Andrew Holton. It was produced by John Skruch at Atari's Sunnyvale HQ in California.**

Contact Atari (0753 533344) for information.

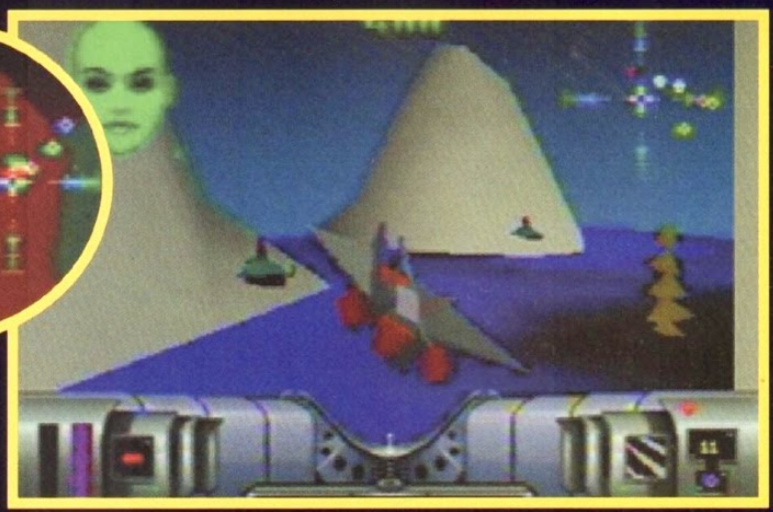
Atari's answer to Nintendo's Star Wing? Cybermoprh gives us a flavour of the Jaguar's vector graphics, but how does the gameplay taste?

Flying through those gorgeous vector shaded caverns gives an awesome effect. Just don't hit them or you'll damage your craft.

CYBERMORPH

Word has reached you that the Pemitia Empire has conjured up a robotic technology which can regenerate itself. Like a virus, this has spread through the Galaxy. New weapons and defences have been designed to deal with the threat, but the enemy has seized these and suspended them in pods scattered around the planets.

Jumping to the challenge you seat yourself in the Cybermorph, a prototype morphing craft which can adapt its shape and regenerate its damaged parts; this doesn't serve any particular gameplay use, but it looks impressive. You have to seek out the pods on eight planets to free a sector from the Empire and secure a defence base. Five sectors will need to be regained to defeat the Pemitia clan.



Cybermorph goes in to destroy that Christmas tree-type object. These pollute the ground around them and so kill off any pods. If they destroy too many pods you can't complete the level.

Here you approach a fleet of fast-moving aliens. Like most baddies in the game, you don't need to fight them – just fly around.

VERDICT

I'm in two minds about this. Visually, it looks stunning, but there isn't much interaction. The enemy craft are easily disposed of and once the novelty of exploring the shaded terrains has gone all you find is a repetitive game. This wouldn't matter in an action game like Star Wing, but it does in the tactical approach used by Cybermorph. Atari is obviously looking to cash-in on the vector game status created by the likes of Star Wing on SNES. Sorry, but Star Wing is heaps better.

DENIZ AHMET

VERDICT

Cybermorph seems to be a cracking game; it handles well and the graphics are impressive. Unfortunately, it is a bit empty in the gameplay stakes. Simple puzzles and pod collecting isn't what 64-bit games should be about. The sound is poor and the graphics don't use half the special effects available, and the end-of-level guardians lack imagination. Ultimately, this is a dull game which lacks the class and 'surprise' element of the SNES' Star Wing . It's fun for a while, but come on, 64-bit should be arcade quality.

RIK SKEWS

Using the radar is vital to gameplay in order to find sufficient pods for collection. It also informs you of enemy craft and which way the exit is.

Those yellow diamond things in the distance are the pods you must collect. Some are placed dangerously close to buildings so go slow.

Peas in a pod

Cybermorph is not a straightforward shoot-'em-up like Nintendo's Star Wing. It's more of an exploration game. The screen can rotate through 360°, so you are not limited to defined paths like Star Wing. While the hills and terrains look stunning, they never demand any manoeuvrability skills. Basically, all you do is follow the arrow on your radar to the nearest pod and pick it up. If you encounter any baddies all you need to do is fly past – they don't seem to chase after you. The only enemies you need to blast are those hanging around the pods – once they sense you they will swoop in and steal the nearest pod. Annoyingly, allowing them to escape will result in the pod being deposited tactically beside an awkward obstacle or attack craft.

Not so peasy

On easy planets the pods are left in the open. Things soon become harder though when pods are hidden in capsules and bunkers because you can't see these on the radar.

The challenge mounts on deeper sectors. Spikes will frequently surround a pod preventing contact while force-fields shut-off areas of terrain where pods are hidden.

The solution to both of these headaches is to find the relevant control stations and destroy them. In addition to these you discover floating teleporters which take you too and from secret terrains and so more pods and baddies.

How you approach this game is up to you. I went in there got the pods and did a runner. Well it worked for me.

Just one of the 'intelligent' opponents in the game. These lay flat on the ground but pop up and start spitting if you get too near.

The Cybermorph craft changes its shape depending on what you're doing. If you accelerate for example, the ship tucks in its wings. Very smart indeed.

JAGUAR

PROS: Possibly the best vector terrains yet seen.

CONS: Limited appeal and a bit boring after a while.

GRAPHICS	Excellent by vector standards, but not by Jaguar standards.	82
SOUND	No in-game music and bad sound definition on the title tune – out-dated sound effects too.	32
GAMEPLAY	For the first hour you'll swear it's brilliant, but then it all gets tiresome and repetitive.	78
VALUE	Not much of a challenge. With passwords it shouldn't take long to complete.	75

MISS OK HIT!

79

CYBER

Atari's Jaguar carries the much vaunted *Cybermorph* in its bundle – could this be the game to sell the console to the masses?

● The Spider (right) is an enemy which would have looked good in the Loathe Thy Neighbour boxout below, but we couldn't get close enough to grab it properly. Where's David Attenborough when you need him?

● Pod Prisons hold our dear, lovable little Pods captive until you come along and shoot the hell out of them Then they release our little friends. Well, come on, they don't even let them move - it's sickening, it really is.

No console ever succeeds without a good base of games to support it, and the first game is possibly the most important of all. The SNES and Mega Drive consoles, as well as having an installed base of disciples from the lesser 8-bit platforms, also had the *Super Mario* and *Sonic* games to sell them. And they succeeded...

But can you spot a certain similarity between the two games? Yes – they're both platformers, starring a certain character jumping around lots of colourful levels picking up goodies and bouncing off baddies' heads. The main reason for this similarity is because both consoles were primarily designed for scrolling and shifting sprites about the screen. So naturally the main genre for them has always been platformers and shoot-'em-ups.

While the Jaguar's power can obviously be turned to producing cracking shoot-'em-ups – for the first one take a look at the *Crescent Galaxy* preview on page 88, Atari have taken the brave step of packaging something rather more complex along with their new baby. It's still easy to play, it's difficult to master, and it's technically stunning. And it's *Cybermorph*.

● It doesn't just stop at 40 levels, though. There are another ten or so which lurk as bonus levels which Skylar awards for good work.

The story bit

The basic premise is that the Pernitian Empire (the baddies) are taking over lots of planets with the view of expanding their business. Along the way they have hijacked most of your people, their weaponry and scientists, and sealed them into Pods. Then – hey, where would we be without storylines? They've gone and spread the Pods around 40 planets throughout the universe, the little tinkers. In true *Rambo* style, you're left to stop the rot and recover all the Pods single-handedly.

It's still easy to play, it's difficult to master, and it's technically stunning And it's *Cybermorph*

You and your ship are automatically beamed to the planets, so all you need to do is nip in, complete the mission, and nip out again. To help you along your way you have Skylar, an advisor, and a small radar screen. An arrow on the radar points to the nearest free Pod, but on later levels some Pods are trapped in Pod Prisons

LOATHE THY NEIGHBOUR...

Like all good shoot-'em-ups, Cybermorph has a large selection of enemies which provides a varied challenge for even the hardened gamer. Here we take a look at just a few of them

KAMIKAZEES

Kamikazees are very nasty, mean, evil things. The problem is they don't fire anything, you see. And they're quiet, too quiet damn quiet. Oh, and of course they fly into you without so much as a by-your-leave. That goes without saying.

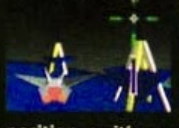
GUARDS

Hanging around in groups, the Guards lurk around pods and shoot as you approach. If their fire fails, they fly into you just like the Kamikazees, because they don't care.

RADAR

Radar dishes locate your position and inform the enemies where to find you. They take a few shots to destroy, but it's worth it to make your life on the planet a darn sight easier.

ANTENNAE



These aerials seem to be a little on the dormant side, because they don't move, surprisingly. However, they are relaying radar messages to the enemy about your position, so it's a pretty good idea to destroy them as soon as you can. They aren't particularly tough, either.

VORTEX TOWERS

Evil pollution is spread around the land by the Vortex Towers, which the enemy uses to destroy pods. The Pod Carriers pick up pods and then drop them around the Towers, and they are gradually poisoned to death.

WORMS

The Sand Worms are the hardest, toughest, baddest, er, baddies to grace the worlds in *Cybermorph*. Weaving their way around the landscape, they move very rapidly and destroy your ship on contact. Avoid at all costs.

MORPH

which don't show up on the radar. The scanner also detects the presence of enemies. Technically anything that moves is an enemy, but some shoot at you while some just go about other tasks, like shifting cargo of power-ups and collecting pods. The more friendly enemies, if enemies can be friendly, are displayed on the radar as green skulls, and the nasty attacking ones show up as red skulls.

Added into the equation is a pollutant unit known as a Vortex Tower. This is a sort of yellow totem pole which sits on a small island on some of the planets. You can disable it by offloading the odd missile or two, but if you leave it alone it spreads a thick black layer of pollution over the landscape – showing an excellent use of the Jaguar's Gouraud shading capability. The Pod Collectors try to grab pods and deliver them to this area, so that they become poisoned and die. The Pod Collectors continue to deliver the yellow pods around this area, so you can often pick them up for a song. Occasionally, you can find more than one Vortex Tower on one planet, especially on later levels when things get difficult.

Ships in the night

The Cybermorph play area contains more than meets the eye. Actually, that's not true, but you do need to keep your eye on lots of dials and gadgets to keep alive while you're flying around at top speed. So, here's a guide to help you on your way...

1 NUMBER OF SHIPS
The number of lives remaining. Also, the "holographic advisor" Skylar appears here from time to time.

2 SCORE
Your current score.

3 SCANNER
Displays your hostile enemies as red skulls and passive enemies as green skulls. Also arrows direct you to Vortex Towers, Pods, Teleporters and the Exit Portal.

4 ALTIMETER
Your current altitude. Your height is displayed as a black bar, while other bars show the height of the ground above sea level and the ceiling height.

5 POD COUNTER
This shows the number of Pods that you need to collect.

6 SUPER WEAPON
Displays the number of Super Weapons that are available, such as detonators which destroy buildings.

7 WEAPONS
Twin Shot, Three Way, Cruise Bomb, Mine and Incinerator.

8 MESSAGE WINDOW
Displays the latest information.

9 SHIELD
Amount of power remaining in shields.

10 SPEED
Speed forward (green) or backward (blue).

Flight stimulation

First impressions of *Cybermorph* are that it's a flight sim, but before you yawn and turn over the page, fear not, it isn't a knob and dial game. It's been made in true arcade style, with high-quality graphics and growling sampled sound effects adding to the coin-op atmosphere. And while you fly, all the flight mechanics are kept to a bare minimum.

At the heart of the game is your ship, the T-Griffon, a "morphing attack craft," apparently. It seems it's called this because it changes shape depending on which direction it's flying, and what weapon's being used. Controlling the T-Griffon is simple – you use the direc-

● As well as all these exciting baddies and pickups, there are loads of buildings which you can shoot just for the hell of it. Sometimes you find enemies hiding behind them, so it's best to shoot them just to make sure.

● Here a Pod wriggles about inside its trap, waiting for you to come along and free it. A problem arises with the Headhunter (right) who, like the Jokers, pops up and spits missiles at you. But he moves around as well, so he's even more deadly.

● *Cybermorph*'s creators have hidden a clue to a bonus level on one of the earlier worlds – how long can it take you to find it?

JOKERS

Horrid faces that lie flat on the ground, Jokers sense your position when you approach. Make sure you keep one eye on the scanner when you stop to rescue a pod, or they pop up unexpectedly and set off a rocket or two.

PIRATES

There are four different types of Pirate, some which follow you, some which fire, some which simply hang around and shoot as you approach. They're all guided by the Radar, so kill that and you've nobbled them.

CARTOGRAPHY MADE SIMPLE

To create the levels in *Cybermorph*, Brian Pollock created a specific map-making program. The designers used this program like an art package to draw and map out the levels, and to insert the objects and bad guys. When launched, the program converts the map into a seed value for a fractal algorithm. This value, along with the colour information and object positions, is then entered into the *Cybermorph* code to create the 3D world. Clever, eh?

● This bespoke map editor was used to draw the worlds of *Cybermorph*. Inset: The 3D world

tion pad to turn left and right, and to climb and dive; while the three fire buttons are for accelerating forwards, backwards and firing (what a surprise). The Option button flips between your weapons, which are many and varied, while the keypad buttons detonate Super Weapons, and do little fiddly bits like changing your view of the craft.

You can look at the action from directly behind the T-Griffon (if you've ever played *Starwing* you know what we mean), from the left, right or front, or you can sit inside the ship and look out. A cross-hair can be switched on if you want to know which direction you're firing, which is kind of useful but not essential. While that might sound hideously complicated, it isn't really. You need only learn the basics at first, then move on to the stronger stuff later on.

The worlds of *Cybermorph* are made up from fractals; gorgeous, colourful landscapes

Play the game...

The worlds of *Cybermorph* are made up from fractals; gorgeous, colourful landscapes which can move along at breathtaking speeds. The coders have made great use of the 24-bit graphic capabilities of the Jaguar to create wonderfully smooth colour gradients, using Gouraud shading to add texture to the landscape. The story of each level is slightly different to help keep the interest in the game alive, because what we have is 48 levels which are very similar – just collect Pods and shoot enemies.

Cybermorph throws in some different enemies towards the later levels, and lots of puzzle elements such as mazes and clues to further bonus missions. Also lurking in the landscapes are portals – colour-coded teleporters to take you to different places on the planet – this is when things start to get hard. After Level 24, this is probably one of the hardest games you're ever going to play – but you won't be put off, just spurred on to complete more levels.

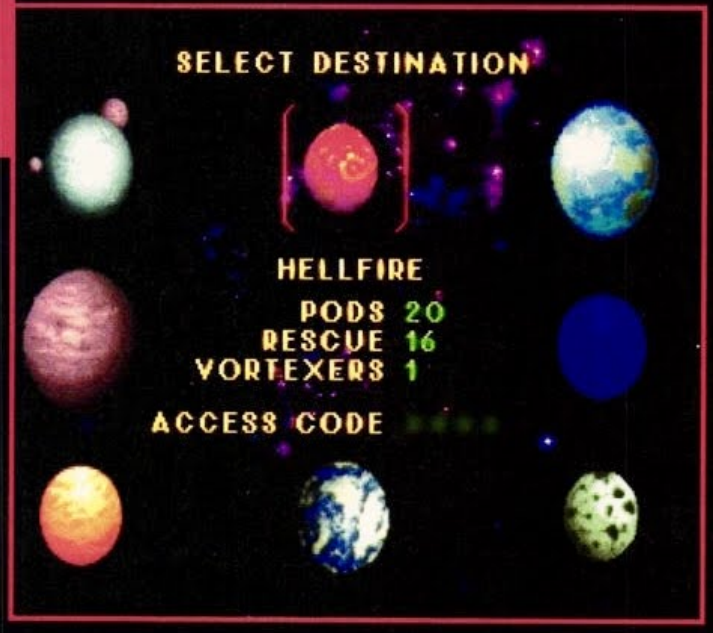
Oh, yes, and the levels are split into five levels of eight planets each. These are accessed by level codes which are given to you as you complete the last one. In any given level you can choose which planet to try first, and you get as many attempts as your lives can withstand; so if you find one planet hard you can zip into another one first.

And now we come to the real problem: Skylar, the advisor, who's programmed to tell you where you're going wrong and to congratulate you when you're doing well. She has a soft, feminine voice, like that which has formed the basis for computer-generated voices for years – *Blade Runner*, *Red Dwarf*, the Austin Maestro. Well, the latter at least for a while, until drivers got sick of the patronising voice informing them that "Your door is open," and "Please fasten your seat belt." And this, folks, is the one bugbear with *Cybermorph*. Yes, we need fast action; yes, we need colourful and detailed graphics, yes, we need good gameplay. What we don't need is a patronising voice which bleats "Avoid the ground," and "Where did *you* learn to fly?" every single time you make even the slightest contact with terra firma.

There is an option to turn her dulcet tones down, or even off. But then the problem arises that you can't hear the important things she says, such as "Portal now open," thus taking away a key point of the game. Six people have now played *Cybermorph* in the *ST FORMAT* office, and everyone has slagged off Skylar within five minutes. This is a basic design problem, and in such a technically clever and complex game you don't expect to find such a flaw.

That tedious and bothersome detail aside, this is fantastic. It's a good showcase for the Jaguar, showing off some of its finer features, but above all it's a great game to play. If this is the standard of Jag games at the moment; hell, we've got a bright future to look forward to.

ANDY NUTTALL



● Each of the six levels has eight different planets which you have to conquer before you move on to the next. The selector gives you an idea of the mission, then you press a button to move on to the debriefing.

● Sometimes you find odd structures and buildings that don't seem to do anything, like this floating city. Investigating them is a bit like walking through a ghost town.

CYBERMORPH

£N/A Atari UK
☎ 0753 533344

GRAPHICS ●●●●
Very fast 24-bit fractals, Gouraud shading.

SOUND ●●●●
Stonking coin-op quality sampled effects.

CAPABILITY ●●●
No music, little variation in gameplay.

GAMEPLAY ●●●●●
Smooth, responsive control. Easy to pick up and play.

STF RATING 87%

● ATD are already creating the sequel to *Cybermorph*. *Battlemorph* will feature loads of texture mapping, making it even prettier...

Defender 2000

Format: Jaguar
Publisher: Atari
Developer: Jeff Minter
Price: TBA
Release: Feb/March

Defender 2000 **tries to marry** ***Defender*****'s playability with Jaguar visuals. It fails dismally**

Because the play area is taller than the screen, humanoids are often missed as the ship flies by

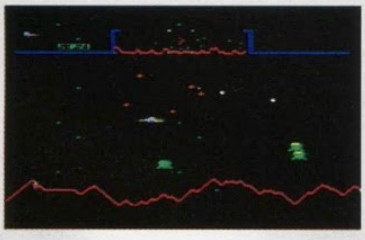
Jeff Minter's astonishing *Tempest 2000* is probably the only reason Atari's Jaguar is still alive today – everyone **Edge** knows with a Jag bought it purely to play *T2K*. Now, as the machine's death rattle echoes in its weary throat, the veteran coder has been brought back to administer CPR via another classic coin-op update.

Minter, though, has long had a weak spot where *Defender* is concerned – his versions of this and coin-op follow-up *Stargate,* for the ST and Amiga, (in a package which included Jeff's own update, *Defender 2*), were awful, bringing in a host of unwanted new ideas (mouse control, autofiring) and dumping important features of the original (like hyperspace, depending on which control system you used). *D2* itself was a complex, overdetailed, overfast and under-playable disaster.

Unfortunately, Jeff doesn't seem to have learned any lessons in the intervening years. In *T2K* style, this cart features '*Classic Defender*' (a semi-close but ludicrously easy version of the original), '*Defender Plus*' (an eye-searing mess borrowing several ideas from *Stargate*, but throwing away most of the good ones), and *Defender 2000* itself, which is less of an update of arcade *Defender* than an update of Jeff's own *Defender 2*, and is, sadly, desperately terrible.

Why? Again, it's far too easy. The first 20 levels whip by, but without the player feeling at all in control. Visually, it's a shambles. The extreme speed, coupled with vastly swollen graphics and jerky, parallax backgrounds mean it's impossible to tell what's happening. The powerups merely add to the confusion (rescued humanoids are attached to your ship, unleashing a barrage of fire so fearsome that most enemies are wiped out before they even register on screen) and indeed the only way to realistically play the game is to creep around at the slowest speed, whereupon the highly sensitive controls make flying your ship like trying to steer an oil tanker around an ice rink.

Whether on PC, Game Boy, Amiga or any other platform, there are other ways to play *Defender* in 1996. Choose one of them instead – *Defender 2000* is an insult.



Classic Defender**, a lame copy of the original (top) and** ***Defender Plus*****, a tragic 'improvement' (above)**

Edge rating: **Three** out of **ten**

JAGUAR

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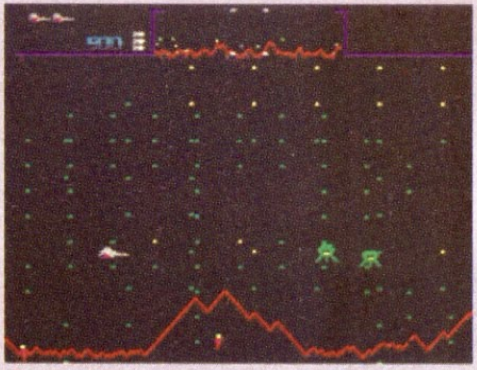
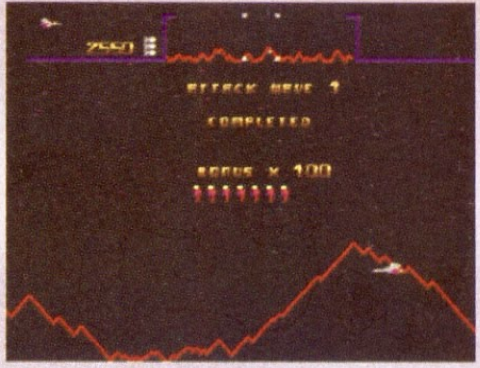
ARCADE ORIGINAL EXTREMELY RARE



▲ Ah, Defender. Just how we remember it.



▲ And there are those sweet little humanoids.

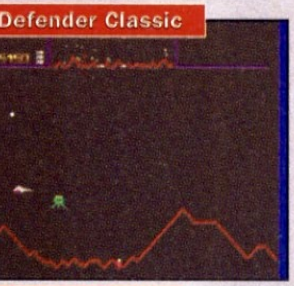
▲ That's what they look like now. Aargh!

DEFEND

When Tempest 2000 was released, it showed the amazing potential of Atari's Jaguar console. Two years on, can Defender 2000 restore that lost glory?

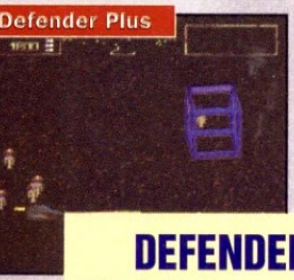
You know *Defender*. Everyone knows the game. Even if it existed before you were born, you at least know what it looks like. *Defender* is one of those early coin-ops that laid down the basic template for every video game that followed. In the same way that *Pac-Man* invented the character-led game - from which platform games eventually sprung – *Defender* gave us the horizontally-scrolling shoot 'em up. Almost any shoot 'em up you play now, 3D or otherwise, has a piece of *Defender* in it. It might be ancient and simple-looking with basic gameplay, but it certainly isn't dated. *Defender* is one of the greatest pure video games ever made. So when it was revealed that Jeff Minter was updating the game for the Jaguar, it sounded pretty exciting. Minter had already revamped the classic *Tempest* coin-op with stunning results, enhancing its wireframe visuals with splashes of technicolour and adding hypnotic rave sounds to the game. *Defender*, with its vector graphics, glowering particle explosions and highscore-based gameplay, seemed the perfect candidate for the same treatment. The idea of *Defender 2000* was incredible. And now it has arrived!

Defender Classic



Defender 2000

Defender Plus



▲ If a humanoid is killed, a gravestone drops onto screen. It kills you if you hit it!

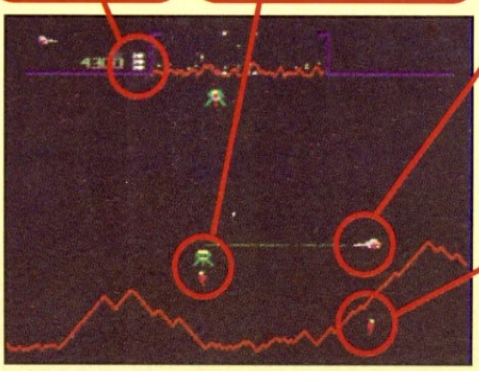
DEFENDER CLASSIC

This is it, the game behind it all! And it's an excellently faithful conversion of original *Defender*. The look is just perfect – right down to the little multi-coloured 500 points that float about the screen – and all the classic sounds are in there, from the metallic 'waaah' as the level starts, right down to the phlegmy throat-clearing effect as the alien ships appear. In fact, the only difference we noticed, is that when your ship is hit it doesn't hover, trembling for a split-second, before exploding! That's how accurate it is!

If you've never experienced *Defender* before, here's a quick rundown of the gameplay formula that has made it the legend it is. It'll also give you a better idea of what's going on in the more confusing *Plus* and *2000* screenshots.

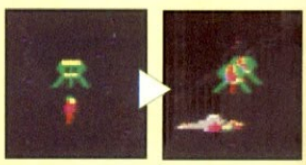
● *Defender was actually the first game ever to use 'smart bombs'. Starting with three, these destroy any enemies on screen.*

● *These 'landers' are your main enemy. They pick up the humanoids and take them up to the top of the screen. Destroy the lander and rescue the humanoid before it smashes on the ground.*

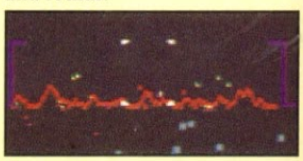


● *This is your dragster-like ship, which shoots rapid beams of laser when you tap the fire button fast. It suffers from momentum when you turn and can hyperspace around the level. Although this should only be used in emergencies!*

● *Humanoids. The object of the game is to protect these little fellas. Once they're all the destroyed, the game goes into space!*



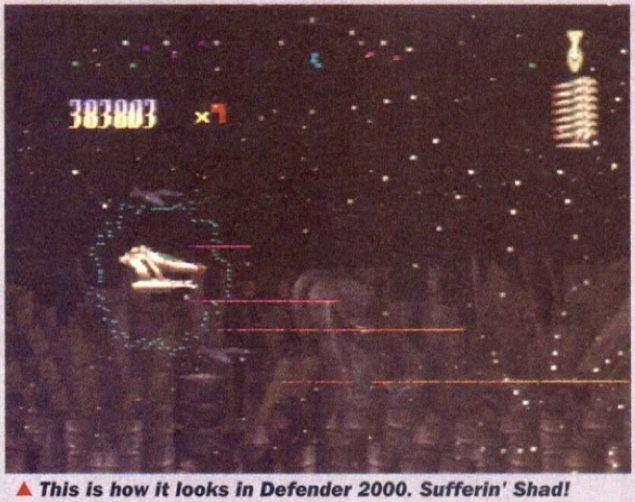
▲ Once a lander and humanoid reach the top of the screen, they merge to become a mutant. Fast, unpredictable and lethal!



▲ Another Defender first. The radar tells you what's around. With experience you can identify the various enemies by their coloured dots and movement patterns.

▲ Going into space in Defender Plus.

ER 2000



▲ This is how it looks in Defender 2000. Sufferin' Shad!

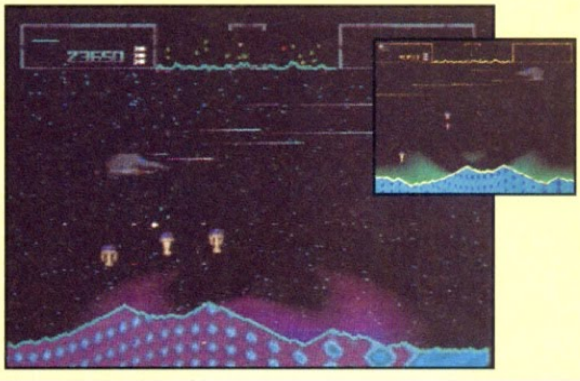
DEFENDER 2000

It's the one you've been waiting for. Rave soundtrack? Check. Glowering particle explosions and splashes of technicolour? Check. Wireframe vector graphics? Negative. Worms-style graphics? Check. Yes, whilst you might already be prepared for the clumsy big 'thing' ship, you won't be prepared for what's been done with the super-stylish vector landscapes. Prepare for muddy dumping grounds, housing estates and oversized old drums. You almost expect to see Marko and his Magic Football bouncing along the background.

▲ The humanoids help by shooting.

DEFENDER PLUS

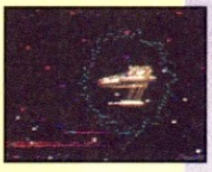
This is supposed to still be classic Defender, but with spruced-up graphics. However, the shocking new-look may be enough to kill some of the older gamers out there. "What have they done to my lovely Defender?" they'll cry. Well, they've given it shimmering metallic landscapes, changed the look of the enemies and turned your sleak space hot-rod of a ship into a clumsy big 'thing'. To compensate for your now-oversized ship, the screen is now taller and there are 'interesting' blue cubes floating around that warp you to other areas of the level.



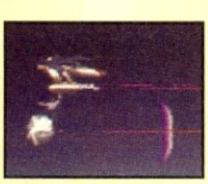
THOSE WARPS!

Just like *Tempest 2000*, *Defender 2000* adds to the old gameplay with collectable power-ups and warps. They're essential for survival and add to pace of the game.

1 *The first and third power-ups collected give you an AI Droid which does all your work for you.*



2 *The second power-up gives you a shield that withstands two hits.*



3 *Collect four power-ups and you get a drone which fires crackling homing bolts at enemies.*

4 *Five power-ups give you superfast firepower – 15 shots per second.*

5 *Once you're fully-powered, warp power-ups appear. Four of these send you into the warp zone. A variation on the second warp zone of Tempest 2000, the aim is to stay on the green path. Complete it and you skip five levels!*

VERDICT

JAGUAR

Tempest 2000 has to rate as one of my favourite games ever. With its simplistic graphic-style, over-the-top psychedelic visuals, incredible sound and super-tough clock-a-highscore gameplay, it's almost perfect. And Defender getting the same treatment has of be one of the things I've been waiting for the most. So when I first saw the result I was frankly horrified. Rather than upgrading the extra-cool original graphics (as with Tempest) Llamasoft have created 'real' versions of the symbolic old-school sprites. Nobby little men for humanoids, ugly spaceships and, worst of all, graduating coloured landscapes. It all looks like a hideous Amiga shoot 'em up. However, after giving it a chance and actually getting used to the revolting graphics (and in places, finding them amusing), this game grew on me. It's incredibly fast, very challenging and actually a damn good blaster. And just like Tempest before it, the extra power-ups and warps add to the game. Even though the 'green path' isn't a new idea, it's still an entertaining extra level. It's a decent enough follow-up to Tempest, although nowhere near as cool. If the visuals had been as stylish as in original Defender (or Tempest 2000) it might have got 90%+. As it is, it doesn't, but I've still got a soft spot for the game (and it's not in my head).

TOM GUISE

SCORES

TEMPEST 2000 | DEFENDER 2000 | CYBERMORPH

GRAPHICS 72
Some brilliant effects in places. Some disgusting ones too.

ANIMATION 86
Excellent scrolling and super-fast sprite movement.

MUSIC 71
Entertaining techno tracks, sometimes for the wrong reasons.

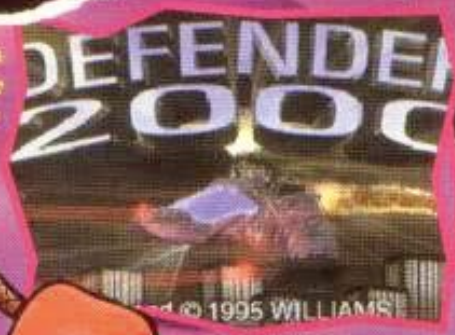
SOUND EFFECTS 78
Some good Defender sounds. But where's the cool speech?

GAMEPLAY 86
Swallow the sick and it's actually quite a slick blaster.

VALUE 83
If you own a Jag, this is your best purchase in a while.

OVERALL
Initially unimpressive, nay revolting. But give it time and it proves to be a fast, satisfying blaster.

83



▶ Just think, you were just a nipper when this first came out.

◀ Look at the pretty shape they make when you blow them up.

Little Known Fact

In our local arcade a few years ago there were [illegible] who absolutely ruled at Defender. No one could touch them. They used to get all kinds of hassle from their teachers at school who used to [illegible] would 'get nowhere playing games all the time.' These two are now slightly older millionaires. The Oliver Twins created the Dizzy character for CodeMasters and went on to make pots of cash from producing games. They still do, only now they're working on the Next Gen systems. So when your peers tell you to stop playing games tell 'em to 'shove it'. Or maybe just read this to them.

Defend

▲ Save me. No way sucker, serves you right for being caught.

Have any of you noticed that Atari's attempt to gatecrash the Next Generation console scene is almost entirely reliant on old games or revamped versions of old games? The Saturn and PlayStation have had some great and original games released for them and even the 300 has some absolute gems while the poor old Jag has seen too much pass it by. Let's look at its few gems. *Doom*? Come on guys, it was good for a while, but the PlayStation version leaves it sadly outdated. *Tempest 2000*? Old game, revamped. *Alien Vs Predator*? Not bad, but a *Doom*-clone. *Iron Soldier*? My god, we've done it. We've found something good and fairly original on the Jag.

The problem is though, that's one game in the two year history of the Jag. As we all know the rest have been lost somewhere in that thick line between good and crap games. Their latest effort goes back to their 'let's rehash an old game and see what it does' roots – *Defender 2000*.

Atari handed the conversion over to Jeff Minter, the man responsible for the magic that was *Tempest 2000*. That makes sense. He is, after all, single handedly capable of dragging great games out of good ones. Unfortunately he ain't managed it this time. He's tried to do exactly the same to *Defender* that he did to *Tempest*. There're three games on one cart: *Classic Defender*, *Defender Plus* and *Defender 2000*. Unlike *Tempest* though, it's the arcade perfect *Classic Defender*, and not the upgrade, which is the star of the cart. It *is Defender* and it *is* perfect. Pure points scoring gameplay, nothing added and nothing taken away,

BITS

From *Defender* to Ultra: Eugene Jarvis, who was responsible for the original *Defender* arcade game is also the man who went on to make *Cruis'n USA* for Nintendo's arcade Ultra 64 hardware. It was launched at the same time as *Killer Instinct* so got a bit lost in all the hype that surrounded Nintendo's killer beat-em-up. Carry on coding Eugene.

Defender Plus. Wants to be more than *Defender* but less than *Defender 2000*. Loses both ways.

The original and still the best. Forget the flash colours and power ups. Just kill everything.

Defender 2000. So what if it's got power ups, freaky bits and weird graphics? The original is better.

Spot The Difference

▼ The only ship ever to appear in *Defender* that is bigger than you.

◄ But this is available on the Game Boy!

▼ Not a patch on *Tempest*'s freaky bits.

er 2000

a bit like Shredded Wheat – remember the old ads?

Defender Plus is caught somewhere in a horrible No Man's Land between the original and the upgrade. It doesn't know which way to turn and just ends up being a half-arsed excuse for a shoot-em-up. As for *Defender 2000* itself? Well, everything that was done to *Tempest* has been done to *Defender*, only *Defender* never really lent itself to *T2000* style polishing anyway.

Just like *T2000* you get power-ups, the same ones on every level. You also get those 3D warp things, but these have changed. They are now pathetic swirls of colour and you have to stay on one set route. Remember *T2000* had those mind blowing Relaxovision sequences with flowing graphics and a bit of gameplay as well? These have been well screwed up for *Defender*.

All that aside, *Defender* is, as always, a frantic shoot-em-up with ever growing armies of alien invaders after your little blokes. Saving them is another goal, but this becomes next to impossible when your ship is fully powered up (which even if you're cack takes about ten seconds) 'cos your weapons are all over the place and not really under your control anymore. There's just no learning-curve. It goes straight from stupidly easy to ridiculously frantic and impossible to follow.

Graphics and sound effects are typically Minterish™ and impressive, but apart from the novelty value of owning an arcade perfect *Defender*, all this has to offer are three practically identical shoot-em-ups, and one of those is very similar to *Tempest 2000*.

Atari are still looking for the Jag's killer app and unfortunately this is not it. Once the novelty value has worn off it all gets very uninspiring. For nostalgia freaks the original *Defender* is interesting and fun, but *Defender 2000* is heresy. Modern players will find *Defender 2000* fun for a few minutes, but that's it.

Ultimately

Sheepish

68%

- Pure blasting action
- Too little, too late for the Jag

Machine: Jaguar
Publisher: Atari
Developer: Jeff Minter
Price: £45
Games: 3

UK

Defender 2000

Defender 2000: bright colourful graphics, blistering animation. Pity it's rubbish.

They do make 'em like they used to, so wallow in misty-eyed nostalgia with this month's classic/updated classic combo.

"This time, we'll get it right," sang the England World Cup squad of 1982, showing its clairvoyant skills to be up there with its ability to sing and play football.

Still, said song might well have been running through Jeff Minter's mind as he took a second bite at the cherry of modernising all-time arcade classic *Defender*. But is *Defender 2000* heading for the top spot, or will one of its midfielders be sent off in the middle of a sequence of coma-inducing 0–0 draws before it trudges back home in disgrace?

Readers with long memories might recall Arc, Atari's one-time software publishing arm. No prizes for that, but award yourself a pat on the back if you remember Arc's *Defender 2*, because most of us have been trying very hard to erase it from our minds.

Defender 2 brought conversions of *Defender* and its arcade sequel *Stargate* to the ST, plus Jeff's own take on a follow-up, a shambolic mess in dark blue. The conversions were on the iffy side too, forsaking arcade authenticity for some of Jeff's more eccentric notions about gameplay, such as: "Hey, wouldn't it be great if your ship was mouse controlled and had auto-firing?" Duh.

Dig out your old ST and play Psygnosis' brilliant *Anarchy* instead

This time, again, there are three games in the package, so let's waste no more time and take a look at each one in turn.

There are better conversions of *Defender* on the ST. Try *Anarchy*, for example.

Here's an idea for Atari: try releasing an *original* game. Shocking thought, eh?

Classic Defender

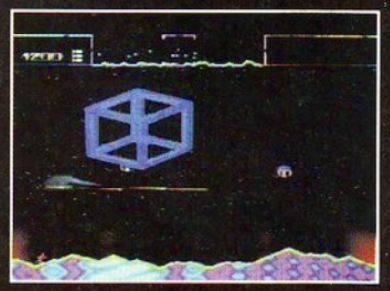
The first game is, allegedly, a straight conversion of original coin-op *Defender*. We say 'allegedly' because coin-op *Defender* had much smaller graphics and ate a week's pocket money in 35 minutes.

This is a terrible conversion. It's astonishingly easy and the enemies exhibit almost none of the characteristics of their coin-op counterparts. The previously-lethal Swarmers are dim-witted cannon fodder, while the supremely evasive Mutants charge straight into your laser fire without blinking. Also, although there's a perfectly good fire button unused, the Hyperspace function is inexplicably, moronically, unalterably stuck away on the numeric keypad.

"My party trick is to surround my ship with a green hoop of energy."

Defender Plus

The second game is similar to coin-op *Stargate*, but has the same revolting all-blue colour scheme Jeff originally brought to *Defender 2*. Still, horrible as it looks, the lightning speed and hordes of enemies make for a fast and pretty addictive blast, albeit one that you have to play almost entirely by radar.



Defender Plus is probably the best of the three versions included in *Defender 2000*.

Defender 2000

Here's where it all goes really wrong. The graphics are huge, and to fit them in the game has been adapted to include vertical as well as horizontal scrolling. As a five-year-old could tell you, this is a ridiculously stupid idea in a game based entirely on protecting little blokes walking along on the ground. How can you protect what you can't see?

The error is compounded by the absurdly over-the-top graphics. Bright, over-detailed backdrops and eye-melting weaponry pyrotechnics serve to almost totally obscure anything you could actually see in the first place – the whole thing moves stupidly fast in a confusing blur of colour. That said, we cleared 30-odd levels first time round, although we have little idea how.

Defender 2000 does everything that could possibly have been done wrong in an update of *Defender*, wrong. You'd be better to dig out your old ST and play Psygnosis' brilliant *Anarchy* instead. *stf*

STUART CAMPBELL

Product: Defender 2000
Price: £49.99
Contact: Atari
Tel: 01753 533344
Min system: Jaguar

VERDICT ● STF VERDICT ● STF VERDICT ● STF

Defender 2000

HIGHS

- Three different games
- *Defender Plus* is quite addictive

LOWS

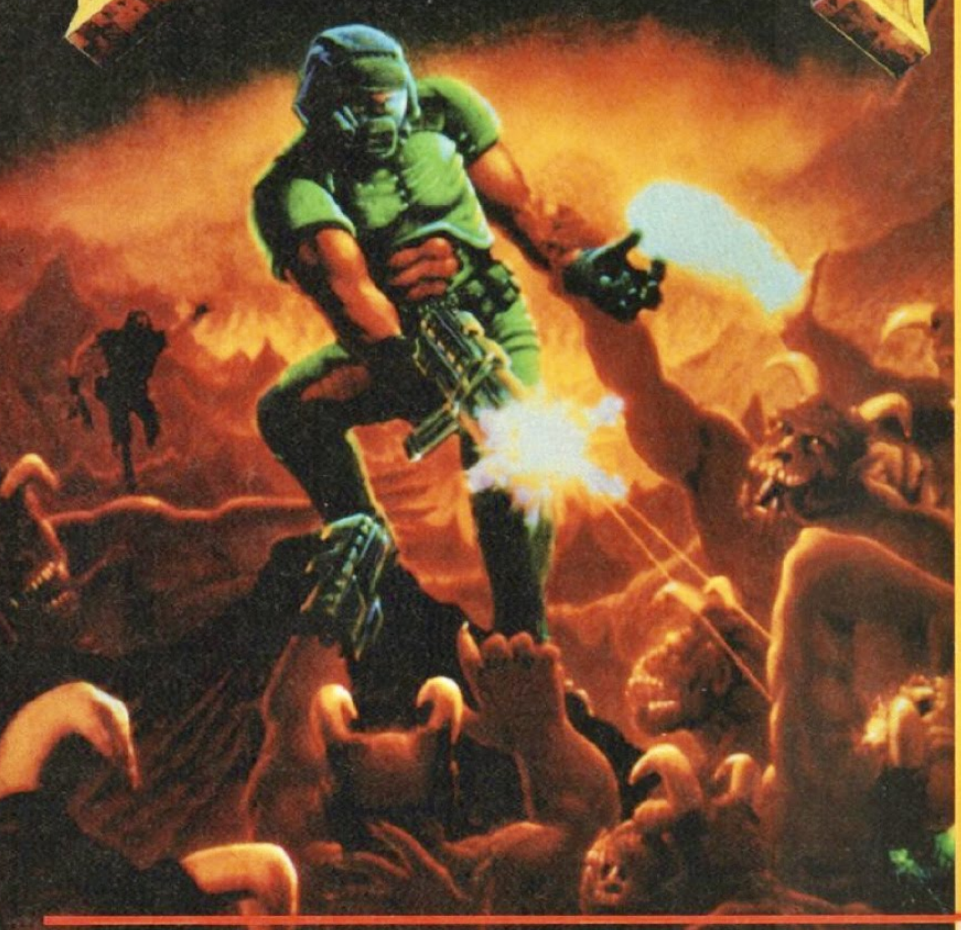
- You can't see what's going on...
- ...but it's still much too easy

In short...

Jeff Minter makes a total mess of *Defender* – again. Let it go, Jeff, please.

31%

DOOM VERSUS DOOM



MEGA DRIVE 32X AND JAGUAR™ HEAD-TO-HEAD

JAGUAR

▲ *Boom! Splatter! Now that's what we call videogaming.*

32X

▲ *Ha ha, my friend – I think... I think you are going to die!*

SPEEDIER SEGA

Sega owners may concievably be thinking 'Hey man – what's up with this 32X border sheet, homie?' upon looking at the screenshots here. Well, it's good news and bad news, really. Bad news first – you can't get rid of it and it does restrict the size of the play window. However, it does mean the game moves a lot faster than it would have otherwise, and it actually has the edge over the 64-bit Atari beast in this field!

32X

JAGUAR

JAGUAR/MEGADRIVE 32X

Shoot-'em-up ■ **JAG Atari/32X SEGA**
■ **JAG£69.99 32X£59.99** ■ **Out Now**
■ PC version available
■ Ultra 64 version planned, 3DO version likely

So, in the battle of the hi-tech powerhouse consoles, just which one comes up to PC level?

A couple of months ago we said that there wasn't a lot left to be said about Doom that hadn't been said already. Well, that's even more true now thanks to the swine Patterson, but suffice to say that Doom is destined for a place in gaming history thanks to its subtle blend of death and gore. That's not all there is to it, of course. No, there's also a generous helping of maiming, murder, slaughter, rampaging demons and huge guns. Strangely, Doom is yet to garner the sort of tabloid notoriety peers such as the comparably tame Mortal Kombat have attracted, despite a (now banned) ad campaign for the sequel featuring a background of innards and offal. Despite this lack of adverse publicity (a great unit shifter), both versions have sold like you would not believe and have consequently been converted to two mighty next generation formats – Jaguar and 32X. Being big and clever, we decided to put the two through their paces head-to-head...

VS MODE

How do the two versions shape up? Here goes...

	32X	Jaguar
Graphic detail	7	7
Graphic speed	9	8
Visual effects	7	8
Levels	5	9
Gore	9	9
Sound	9	8
Controls	8	7
Total	54	56

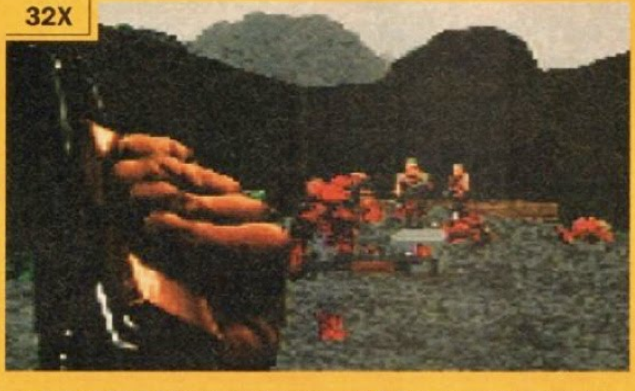
▲ Scare small siblings with shots such as these.

▲ A pensive moment before the gore explodes.

▲ Collect blue pass keys in this ace Doom conversion.

EXTRA JAG LEVELS

Hell must be a pretty big place when you think about it, what with all those lost souls needing beds, not to mention the purgatory wing, which must take up loads of space. Aiming for total realism, the designers of Doom have attributed a level to each department of Hades, from the front door to the computer department (which is full of BBC Micros as Hell's own would be). The Jaguar version, however, has more levels than even the PC original, having a few apparently lifted from the sequel and some all-new layouts to boot. The 32X, however has had its level quotient reduced to 17 – which, as hardened Doomsters will tell you, is still enough to challenge the hardiest gameplayers.



▲ Take time out to appreciate the death throes of your fallen enemies occasionally.

▲ Blasting at these fools with a passion. And, furthermore, look to Glock when it's time for some action, as the saying goes.

ATARI TWO-PLAYER

Whilst pegging around blasting the cahoolies out of evil demons and zombies is an awful lot of fun, and the computer-controlled enemies are highly intelligent, sometimes even this isn't enough. Lucky Jag owners, therefore, should be most pleased to hear the two-player modes of the PC game are fully intact. This means you can take a pal with you in your quest, or chase them around a single nasty-free zone in a head-to-head stylee, so long as you've got a Jag Cat multi-player and two copies of the game. And two Jaguars.

ONE MINUTE OF MAYHEM

Level three is where the action starts hotting up. Here's a minute of action from both just so you know how they shape up.

Die, ghost warriors!

Now pay for your sins!

More sacrifices! Ahaha!

Bandages – handy!

The slaughter continues.

More bandages – tidy!

Don't shoot that barrel...

Don't forget to kill!

...shoot the evil demon.

Sate that bloodlust!

This looks a bit risky.

Crush! Kill! Destroy!

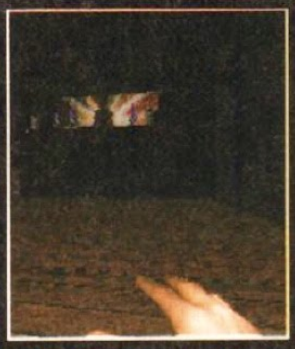
Hurrah! A secret room!

Blam! Kapow! Zing!

Hurrah! Death everywhere!

Hurrah! Death everywhere!

DOOM VERSUS DOOM



CHAINSAW IN THE AREA! LOVE, MAN!

Various pirate Doom levels are now in circulation, based on the original game engine but with revamped graphics. There's Alien Doom, Charlie Brown Doom and even, if you're a raver-type with thursday nights free, Megatripolis Doom set in the trendy club of the same name. It's got corpses hanging in the cloakroom and everything (in the game that is, not real life) and the aim of the game is to find a different way to interact with the environment other than by shooting everything (which would seem to take a lot of the fun away). You can have a go (it's free) if you want (and you're over 18 and have enough money to get in) by tripping down to Heaven by Charing Cross Station in London of a thursday and popping in to see the delectable Mr Martin Cavanagh in the Virtuali-Tea Room downstairs. But don't say we sent you.

Looks like this young fellow's time is up. Go on – put him out of his misery.

JAGUAR

32X

That exploding barrel is in the midst of blowing that thar room full of zombies to bits.

JAGUAR

One of the best things about Doom is the corpses stay where they die.

32X

More plasma-spattered play.

JAGUAR

Lovely.

32X

The power of the chaingun revealed.

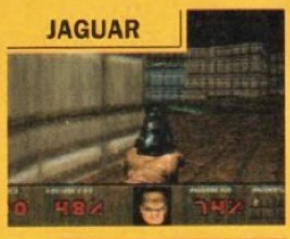
JAGUAR

The shotgun revealed – again.

32X

Shoot to kill! Shoot to kill!

JAGUAR



VERDICT

JAGUAR

It might not have quite the resolution of the PC version, but Jaguar Doom is a blimming incredible game. All the guns and injuries of the much-famed original are there, along with some never-before-seen levels to boot. There isn't much you can say about Doom, really. If the thought of wandering around an incredibly atmospheric and well-designed first-person afterlife blasting the shinola out of everything sounds good to you, buy this. In fact, buy this even if you don't like the idea. Just pips 32X because of the extra levels.

RAD AUTOMATIC

GRAPHICS	95
SOUND	90
PLAYABILITY	94
VALUE	94

OVERALL

95

ALTERNATIVE

JAGUAR

Alien V Predator

Atari/£59.99

Despite the proliferarion of Doom-alikes released in the wake of the original (and best), this is still the only clone really worth playing – even if you own Doom.

ISSUE 156: 90%

VERDICT

32X

It's rather more petite than the Jag and the graphics aren't so detailed, but all the playability you could want is still fully intact. Indeed, 32X Doom is slightly more challenging thanks to the faster game speed, and although the window frame may look a little off-putting you really don't notice it after a couple of minutes. It's £10 cheaper than the Jag version and, if you get a 32X for Christmas, you can use your voucher to get a further £10 off when you summarily buy this the very minute it comes out.

RAD AUTOMATIC

GRAPHICS	90
SOUND	92
PLAYABILITY	94
VALUE	96

OVERALL

94

▲ Punching bad guys is actually remarkably effective, but for close-quarters fighting, get the chainsaw.

◀ The delay as you pump your shotgun with another cartridge could be the difference between life and death.

TOP CHEATS

Rebel Assault. Mega CD. Having problems defeating the Empire single-handedly? Don't we all. Try these level codes – BOTHAN, HERCLIC, LEENI, THRAWN, LWYLL, MAZZIC, JULPA, MORRT, MUFTAK, RASKAR, JHOFF, ITHOR, UMWAK, ORLAK and NWILLON. That'll get you all through the game, no hassles.

Jaguar takes on PC

▲ Trapped in a tunnel, you face one of the more destructive baddies. Not too bright, he simply charges you until you're dead.

Jaguar • £40 • Atari

Doom

Dragon

Jaguar • £40 • Atari

Bruce Lee's *Street Fighter*-esque fighting game arrives on the Jaguar. The SNES and Mega Drive versions did good business for Virgin, and Atari badly need a decent fighting game to boost the Jag. Sadly, this isn't it. That's not to say it's bad, just not Earth-shattering. If Atari want to be taken seriously, they need to get something like *Mortal Kombat 2* or *Street Fighter 2*. *Dragon* simply isn't big enough.

As a fighting game, though, it's perfectly respectable. Plenty of characters, plenty of options and plenty of special moves.

What it doesn't have, though, is a decent joypad. The Jag pad is annoying on most games, but with this, it's just a pain in the arse.

Bruce Lee fans should dig it, though. Maybe.

▲▶ A severe case of nice backgrounds, shame about the sprites.

Ultimately

Jaded

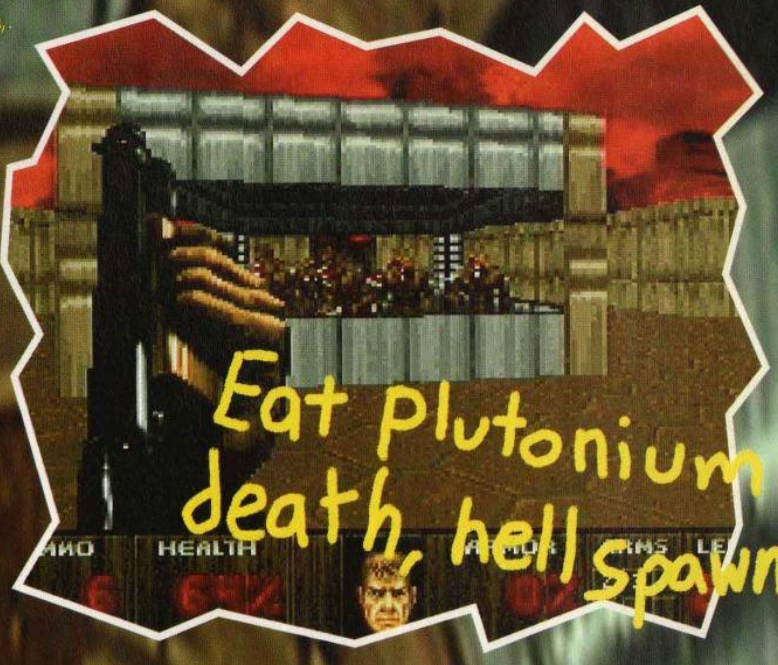
80%

⊕ Nice backgrounds
⊖ Repetitive, and a bit shallow

▲ Somewhere on the stairs is a place where I sit, but not anymore, 'cos mad geezers with guns are there.

◀ Eat lead, undead zombie-type scumbags. Ahem, I hope that's okay with you gents.

▶ I like guns, I like shooting things and I won't take no for an answer.



Much has been written about *Doom*. It's said that it's the most violent video game ever. It's also said that it's one of the best video games ever. Both statements would have a pretty good chance of standing up in court.

***Doom* is a bloody gore-fest of hellish proportions. Now it's out on the Jaguar. The good news is that it's a near-perfect conversion of the original PC version. The better news is that some aspects have actually been improved.**

For a start, the colours are brighter and sharper (the PC's VGA display is notoriously dull). And the close-up action is more detailed as well. Yes indeedy, this is a corker.

The graphics are super slick, with just a touch of jerkiness when you spin round, but nothing major. The sound and music are suitably creepy and the atmosphere is great.

◀ Seeing red is one of the effects *Doom* power-ups can have.

The action? A bit simplistic – just shoot everything. A touch of strategy is added when you discover that some of the exits are hidden, and there are plenty of (simple) puzzles to solve.

Unlike the PC version, you can't have full-screen play. You can have any button set-up you like, though, and you can adjust the volume from the joypad.

Best of all if you link two Jags with a serial cable you can play either a death match, where you hunt and kill an opponent, or co-operate with a mate by uniting against the dreaded forces of evil.

***Doom* is a classic. It's the best reason yet to buy a Jaguar. Atari's big cat is now a force to be reckoned with. If you've got one, get *Doom*. You'll be glad you did. Trust us.**

Ultimately

Staggering

92%

⊕ Unbeatable gameplay
⊖ Erm, can't see any problems

Doom

Format: Jaguar
Publisher: Atari
Developer: id
Price: £60
Release: December (UK)

***Doom*'s monsters look just as horrific in the Jaguar game as they do in the PC version – except that now you can see them in all their gory glory on a huge television screen instead of a titchy monitor**

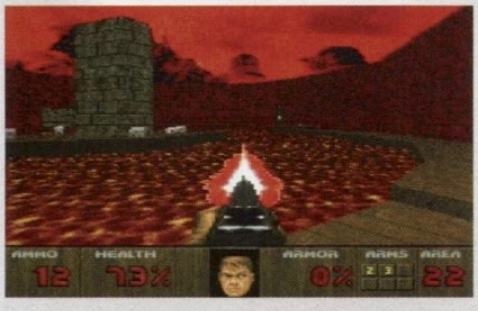
Ever since *Doom* appeared on the PC, console manufacturers have been falling over themselves to get a slice of the action on their own machines. Nintendo has bought the rights to the game for a custom Ultra 64 version coded by Williams; Sega has acquired it for the 32X; and the Saturn is getting *Doom II*.

But first past the post is the Jaguar version, programmed by the original game's creators, id Software. The importance of *Doom* to Atari can't be overstated. If any game is a guaranteed hit, it's this one, and a hit is what Atari desperately needs if it is to have any chance of salvaging the Jaguar. (In fact, id could have finished the game long ago, but it was held back by Atari to give *Wolfenstein* and *Alien Vs Predator* a fighting chance.)

Jaguar *Doom* is actually a hybrid of *Doom* and *Doom II*. The original game's tiered structure has been jettisoned, which means that when you enter a new section you don't lose all the weapons you've accumulated. The level designs have also been revamped to include the greater variety of scenery in *Doom II* – some sections have been altered beyond all recognition. Id has made other changes, too. Six levels have been dumped altogether, while several new, monster-filled locations have been added, all of which are predictably fiendish. Two end-of-level bosses have been removed – the Cyberdaemon and the Spider

Never leave home without your shotgun. The most versatile weapon in the game has a much wider range of gruesome effects than any other – and you never tire of seeing them

Bare knuckles are not recommended for tackling a Baron Of Hell, the monster of monsters in Jaguar *Doom*. Sadly, the biggest baddie in PC *Doom* – the Cyberdaemon – is now absent



Anything that strays into the line of your plasma gun is crisped (top). The hellish red backdrops have been retained (above)

Mastermind – but unfortunately, none of the monsters from *Doom II* have found their way into the game.

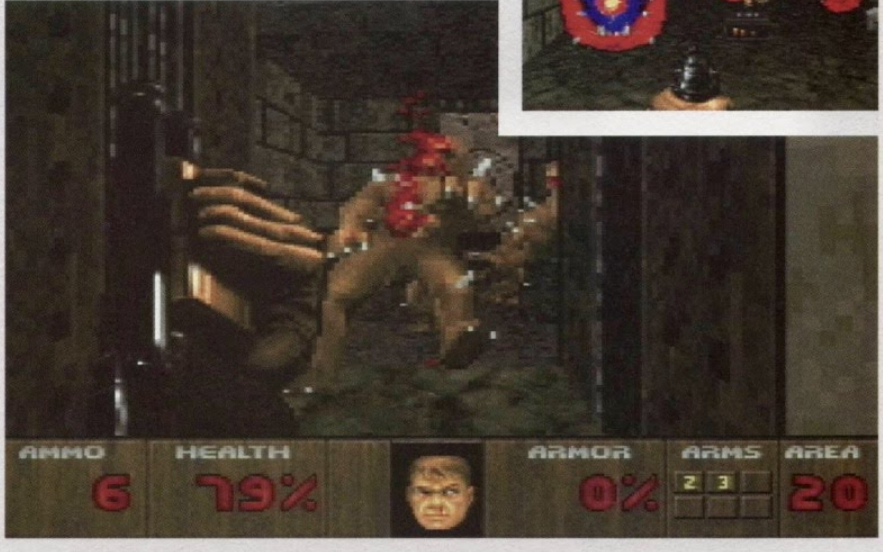
Just as *Doom* pushed the PC's graphical capabilities to their limit, it also demonstrates the power at the Jaguar's command. *Doom* runs at about the same speed on the Jaguar as it does on a 486/50 PC – in other words, fast. Even more impressive is the fact that there's virtually no slowdown, even when you're belting about in the biggest, most complex rooms, firing wildly at hordes of rampaging monsters. (This contrasts favourably with *Alien Vs Predator*, whose frame rate is at best half *Doom*'s.) In fact, in terms of graphics, Jaguar *Doom* is virtually indistinguishable from the PC game.

One of the biggest worries about transferring *Doom* to the Jaguar was the control mechanism. As aficionados of the game will confirm, the best way to play *Doom* is with a mouse and keyboard. Obviously, this isn't possible with a joypad-based system, but id's solution is acceptable, if not perfect. Most of the standard manoeuvres can be executed with ease, although you can't turn around and run away quite as quickly as you'd like.

One of the main advantages of playing *Doom* on a console is that you can view it on the biggest telly you can get your hands on, rather than on a cramped 14" PC monitor. And *Doom* is one of the few games that benefits from the speaker being turned up to full volume. Id has managed to retain all of the original game's glorious sound: blasting an imp with a rocket still produces a wonderful squelch as its insides erupt, and there's nothing more satisfying than the sound of a powered-up chainsaw.

Given *Doom*'s unmatched reputation, it would be a surprise if the Jaguar version wasn't a success. Whether it will attract new adherents to Atari's machine is a matter of conjecture, but given that the game previously needed a grand's worth of PC, it's an impressive endorsement.

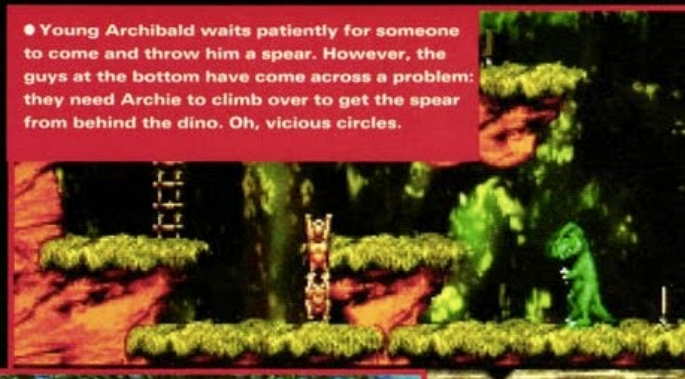
Edge rating: **Eight** out of **ten**



Barrels (top) are great fun when used properly (for killing). Monsters fight among themselves (middle). An impious imp is sent sprawling with a well-aimed blast (main)

EVOLUTION

In a *Quantum Leap*-style scenario, guide a tribe of your ancestors through their evolutionary period with the Jag's first puzzle game



● Young Archibald waits patiently for someone to come and throw him a spear. However, the guys at the bottom have come across a problem: they need Archie to climb over to get the spear from behind the dino. Oh, vicious circles.

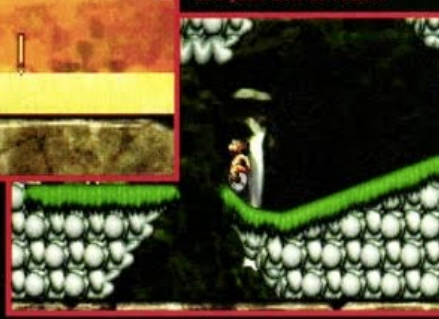
Many moons ago there were lemmings. These tiny, green-haired chaps formed the basis of a computer game that was different to all the others – a puzzle game which involved using a number of these lemmings to team up and get through obstacle-filled levels. *Lemmings*, as we know, went on to be one of the most successful games in history.

It was inevitable, then, that other companies would see the potential in creating a game involving tiny characters with different attributes. One company in particular, Mirage, thought that as lemmings had already been used they would replace them with cavemen. *Humans* was born.

The humans were fewer in number than the lemmings, but even with the help of neural networks (a learning intelligence) these guys behaved in a very similar way – tell them to walk off a cliff, and off they go, no questions asked. Hmmm. However, they didn't tend to get killed quite as often as lemmings – but you didn't get the same feeling of sorrow and loss when they bit the dust.

Anyway, to the point. The humans evolved slightly, and the sequel, *Evolution: Dino Dudes (EDD)*, is the game you're looking at now. Although the humans (who are now called dudes) themselves are basically the same, they do have further abilities such as making fire, and now a witch doctor is included in their group.

● Thomas, again, protects a young female dude from the clutches of a rampaging dino. If only he had a spear, he could let the beast have it between the eyes – but the weapons are just out of reach.



● Joe's son finally gets the hang of the wheel – and attempts to make it over the conveniently-placed slope. Next stop 17 buses, perhaps.

● The *Dino Dudes* were programmed by Imagitec, the makers of *Raiden* which we reviewed last issue *STFORMAT*. Just thought you'd like to know.

Human intuition

80 levels await you and your small tribe of lemm... er, dudes. The basic idea is to negotiate your way through each level, solving puzzles and overcoming obstacles as you go. Each dude can do the same things – he can manipulate spears, rope and fire as well as the next dude.

The first problem is to discover a spear somewhere on the level – quite a simple puzzle, but introducing you at an early stage some of the features of the dudes. The spear is positioned on a high rocky outcrop, away from any ladders or other means of climbing. To get up there you need to build a dude ladder – position four or five dudes, standing on each others' shoulders, and climb another up the tower to reach the spear. The spear opens up a whole new world of possibilities for your little dudes. Each one, instead of just being able to walk or balance on another's shoulders, can now use the spear to vault over small gaps in the rock. As you would expect he can also throw the spear, which can either be passive (throwing back to your mate so that he can use it), or aggressive (lobbing it at a rival caveman or dinosaur). With seemingly no end to his new talents he can also brandish the spear, which apparently keeps hungry dinosaurs at bay although it doesn't seem to work for us.

"The basic idea is to negotiate your way through each level, solving puzzles and overcoming obstacles as you go"

Other items waiting to be used on later levels include a wheel, which your dudes can push along or stand on.

● The Siamese dudes wait for Cedric the Bold to return with a rope. Sadly they have trouble vaulting, mainly because they can't decide which foot to put forward first.

DINO DUDES

Standing on it gives added mobility: pushing left or right pedals your dude around, and if he's going down a hill then he picks up lots of speed – just right for jumping over large ravines. Rope is in limited quantities as well, and it's normally hidden away. Quite often you agonise for hours over a puzzle which could easily be solved with a length of rope, before spotting it out of the corner of your eye.

"As your dudes progress through the 80 levels, they are progressing through the stages of evolution"

Perhaps the most interesting and exciting discovery by your dudes is fire. A burning stick, lying nonchalantly somewhere in a level, is a sure-fire (forgive the pun) way of creating fun and games. It won't blow out, so you can throw it and brandish it to your heart's content. Brandishing it near a bush (a fiendish obstacle) causes a fire, and a small charred twig appears where the bush once stood. Although we haven't found a real use for it yet, this arson also applies to other dudes. Wave your burning branch in the direction of a friend, and up he goes like tinder. Strange.

Alien intelligence

So, as your dudes progress through the 80 levels, they are progressing through the stages of evolution. Discovering things like wheels and fire are all part of evolving (albeit slightly more simplistically than in real life), and as you go on solving puzzles, so the next puzzle gets more difficult. Given that more intelligence is necessary anyway to evolve more quickly than the dinosaurs, this fits in, again simplistically, with the evolutionary chain.

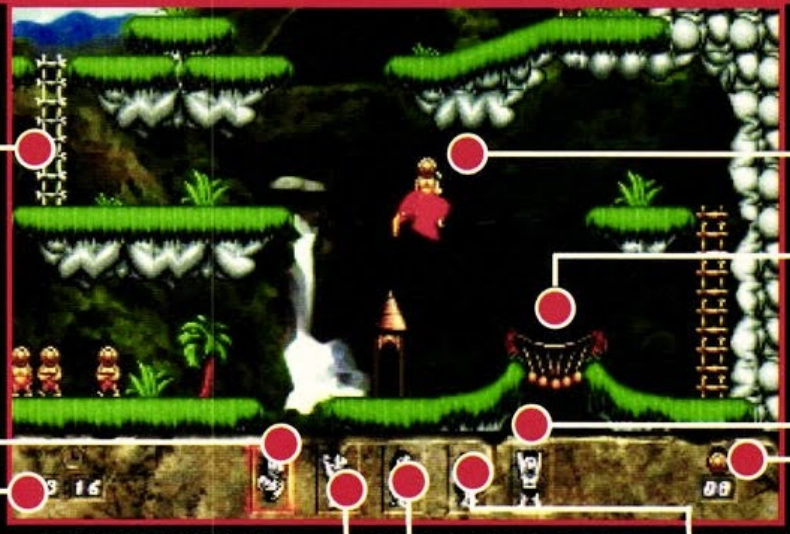
The major obstacles to overcome are stacks of stone bricks, which can't be climbed. Try poking them with your spear or your fire-stick, vaulting

● Thomas the Brave, dude legend, tries the vaulting trick which that lot over there were on about. His pals line up for their go – with Orangey last, of course (so-called because of his smart new Y-fronts).

● This grab's from the demonstration, we couldn't get this far. The action icons show a flaming torch, a spear, a rope, a "ladder man," and some sort of wheel. The nature of the wheel dictates that it doesn't need an icon, so if anybody knows what this icon does, send us a postcard.

● Warning: if you have a UK (PAL) Jaguar, as opposed to a US import, you may experience problems when running an imported copy of *Dino Dudes*. The UK release should sort it out.

SNEAKS AND LADDERS



LADDER
● Well, it's a ladder, really. You climb up it, and down it too.

JUMPING DUDE
● Make your caveman use his pole to jump across small ravines.

TIME REMAINING
● You only get a short time to complete each level – so hurry up!

THROWING DUDE
● Throw your spear – either to help your mate or kill him.

BRANDISHING DUDE
● Hold your spear in a threatening manner, to scare away dinos.

ER, PUTTING DOWN DUDE
● Holding a spear or rock that you no longer need? Then, er, drop it.

PTERODACTYL
● A big, strong flying thing, capable of carrying a dude across a gap.

BRIDGE
● A great innovation which collapses after you've used it once.

LADDER DUDE
● Braces a dude to make a ladder.

DUDES REMAINING
● Number of available replacement dudes.

● Early attempts at friendly east-west relationships falter when Billy decides he doesn't like his neighbour's face. So he puts a spear through it. Urgh.

them, throwing your spear at them, rolling a wheel into them – nothing. Again, many hours of despairing follows, before reading the manual reveals a number of switches dotted around. The switches are actually depressions in the ground which, when a heavy object is placed in them, makes the stone wall disappear.

Hang on a mo, though. On a deeper plane, these switches which make walls disappear are obviously the sign of a superior intelligence. After all, the dino dudes are just learning about fire and wheels, and yet here they are grasping the concept of matter diffusion. An interesting touch would have been to include the odd UFO or something, to link up this bizarre technological jump with what's happening to your dudes. Maybe in the sequel, eh?

"Graphically, the game is pretty good, with a decent full-colour backdrop behind each level and some neat parallax scrolling"

Be witched

Right then, the witch doctor. This is a dude with a mask, who has obviously made some kind of pact with the devil, or something, and now knows significantly more than Paul Daniels about magic. Witchy (as he shall be known) can do lots of tricks, as long as they involve producing an object out of thin air.

You can bet your life that, if Witchy is around, another object is necessary. To make him conjure one up, he requires a single dude as a sacrifice. Position the dude next to him, click on the icon, and the dude burns up, replaced with the required object.

The most excellent aspect of *EDD* is that there are so many levels. To get through them all would take you many hours of play, in a very similar way to the hook of *Lemmings*, where you just can't put it down without getting just that little bit further. Graphically, the game is pretty good, with a decent full-colour backdrop behind each level and some neat parallax scrolling. Everything else is a direct port from the Falcon version of the game, which is a shame because the dudes could do with a few more animation frames. The sound is pretty typical, a bibbity-boppity tune and a few sound effects, but while some more could have been done to improve this, it does create a reasonable atmosphere.

The only reservation, really, is if this game is what Jaguar owners want. Of course, it's good for game platforms to have a broad range of game styles. However, in the Jaguar's case what we all want to see are games which do something different, and, quite honestly, if you saw this game running on an STE you might not look twice.

Evolution: Dino Dudes is a good puzzle game, but if you want a lively, graphical and sonic treat that you can show off to your friends then save your money for the next few releases.

ANDY NUTTALL

● Dino demonstrates he means business by eating the first of the 12 dudes. Strangely, the others remain unconcerned – a fact which worries the marauding monster.

● Level 14. Chased by a hungry dino, Joe dude discovers a wheel – and then promptly scoots off the nearest cliff. Not so intelligent, after all.

● Thanks to Console Concepts of Newcastle Under Lyme (☎ 0782 712759) for the loan of the cart. Well, we can't buy everything, you know.

EVOLUTION: DINO DUDES

■ £59.99 ■ Atari ☎ 0753 533344
■ Import

GRAPHICS
Decent true colour backgrounds, parallax scrolling.

SOUND
Dinky tunes, reasonable sound effects.

CAPABILITY
With *Dudes*, the Jag doesn't even sweat.

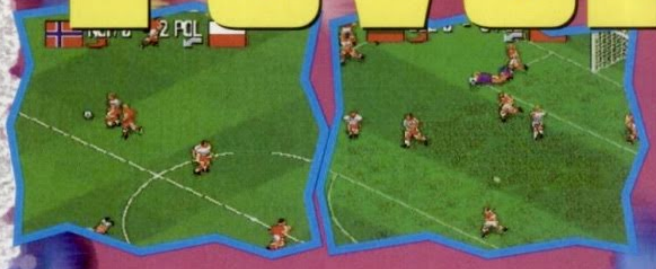
GAMEPLAY
The control isn't really suited to a joypad.

STF RATING 78%

I much prefer...

Fever Pitch

the book



Football. Fusball. Fruitball even. Whatever you call it and whichever way you slice it, footy's great isn't it? You and your mates, down the park having a knock about, get all hot and sweaty and turn the knees of your jeans green with grass juice. Marvellous. Unfortunately it's often a bit nippy outside isn't it? Especially in winter. And getting a full 'squad' together for a kick about can sometimes be a bit troublesome. What's more, if you're fat or lazy then you're no good at real footy. Good job for footy games then init? They're footy at the flick of a switch! Hoorah!

One footy game that's cropped up on umpteen machines is *Fever Pitch Soccer* and, good news Jag owners, now it's on the Jag too. Well, it would be good news but, unfortunately, this is not a very good game. It's not a very *bad* one, just not a very *good* one. And, besides being a bit faster, nothing much has changed in its conversion to 64-bit-dom. *FPS* is yet another Jag title which, rather than take advantage of the Jag's gutsy innards, implies that beneath the machine's lavatory-like curvyness lies not a throbbing 64-bit interior, but a dusty old 16-bit Mega Drive one instead. Why oh why?

FPS always was a failed *FIFA* clone. It's supposed stand out feature was its many player types, such as Bargers, who'll flatten other players as soon as look at them. Or Cheats, who'll throw themselves on the turf at the earliest opportunity. There are two types of Striker too. One has the ability to perform infeasible banana shots and the other can thump the ball so fast it bursts into flames. The many teams available have different proportions of the different types of players, which gives them their own unique style. Neat, but in an actual game they pass largely unnoticed. Yes, the player you're currently controlling may choose to foul rather than tackle another player or hit the ball faster than you thought he was going to, but it all feels a bit random. Before too long you've forgotten about any 'special skill' gubbins and, with *FPS*'s only unique feature rubbished, get on with playing what is a distinctly average football game.

Mind you, Jag owners are a desperate bunch and anything that's just about up to scratch will no doubt be gratefully received. Well the good news is that yes, this is just about up to scratch, but hardly in the same league, let alone division as the likes of *FIFA* and *Actua* on the rival systems. Never mind.

Ultimately

Peggy — 40%

- ✪ Fast paced
- ⊖ Rubbish looking

Machine: Jaguar
Publisher: US Gold
Developer: DD
Price: £40
Players: 1-2

UK

what's going on?

The different teams all play *differently* thanks to their *different* types of player. Clever stuff, but why are Italy crap and England brilliant? That can't be right.

▶ The mighty England storm into Italy's box. Surely not.

◀ *Fever Pitch* only features international teams...

▲ But that does mean you can play Iran Vs. Mari. Good, eh?

FEVER PITCH

JAGUAR
SPORTS
ATARI
£44.99
OUT NOW
1-2 PLAYERS
NO OTHER VERSIONS PLANNED
SUPER NES AND MEGADRIVE VERSIONS AVAILABLE

Why spend £300 on a 32-bit console, when you can have a 64-bit one for £150? Why dream of owning FIFA '96 on PlayStation, when there's Fever Pitch on Jaguar? Well...

With the replay feature, you can relive classic moments like this.

While it lacks graphical finesse, *Fever Pitch*'s philosphy is that gameplay and character are more important to any soccer game. Rather than get to grips with squads who all look pretty identical, where you're squinting to tell who's who, the Jag's premier footy outing features eight distinctive Star Players. They're not only recognisable from their appearance, but through their outrageous antics on field.

Just as *Pitfall*, reviewed last month, is almost a direct port from the Super NES and Mega Drive versions, *Fever Pitch* follows exactly the same route. And it's indistinguishable from its 16-bit parents. Why dream of owning *FIFA 96* on PlayStation, as opposed to this...?

DID YOU SEE THAT!

If the joy of watching an unfair goal isn't good enough the first time around, perhaps the chance to rerun the debacle on replay will satisfy your bad taste. Replays allow you to dissect the workings of goal strategy, and prevent the rest of the game transforming into a riot by examining pass techniques, free kicks, and so on.

SCRAPPY DAPPY DO!

Don't expect *Fever Pitch* to adhere to traditional soccer game etiquette. Goals come ten a penny, and fouls are treated as an integral part of the game. That's not to say the referee doesn't get involved from time to time, it's just that this particular referee is a w... well he needs glasses, and some common sense drilling into him to say the least. Consequently teams, and especially the star players, are free to hack each other to bits in order to get the result they need.

STAR TURNS

In Tournament mode, you start the game with a basic squad. In order to recruit stars onto the team you have to earn them – by playing fair! No matter how badly the top dogs behave once they're on board, the stars only want to be associated with clean-playing teams with a good track record. If you want to play dirty all the time, choose Exhibition mode instead, where you can hand-pick the team with the best players for a one-off 'friendly'.

VERDICT

JAGUAR

Of the 16-bit soccer titles to be released earlier this year, *Fever Pitch* is probably the weakest. Not that it's especially poor, but Konami's *International Superstar Soccer* proved vastly superior. The decision for Jaguar owners is easier – this being the only soccer game available for this machine after all. However if Atari will insist on comparing their '64-bit' machine to its 32-bit rivals, well *Fever Pitch* looks extremely miserable indeed. Playwise it isn't so bad – no worse than the 80%+ scoring game the 16-bitters have already. The star players add spice, and the basic action supports some fairly interesting exchanges. Player animation is okay too, with neat tricks here and there. The sound, however, is rough. Mega Drive quality even. So overall this is another Jaguar disappointment. I'm not sure how much more of this I can take – bring on the classics, and quickly!!!

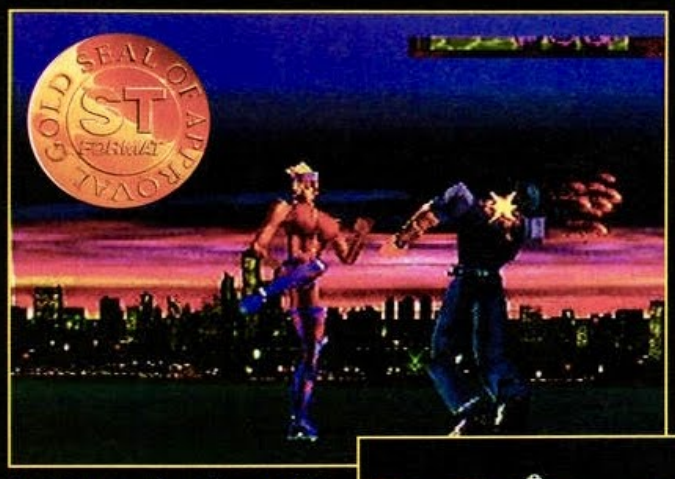
PAUL DAVIES

SCORES

GRAPHICS	71
ANIMATION	73
MUSIC	70
SOUND EFFECTS	68
GAMEPLAY	78
VALUE	73
OVERALL	74

Fight for Life

Bite down on your mouth guard and take a look at the most eagerly awaited Jag title yet, *Fight For Life*.



The texture-mapped graphics and a lively camera lend an ultra-modern atmosphere.

The fighters all have their own strengths, and CJ's trademark is powerful punches.

Every console must have its beat-'em-up, and after some decidedly lacklustre titles, the Jaguar bounces back with a real winner.

Fight For Life has been a long while coming. More than any other Jaguar game, it has been back to the drawing board many times as other software houses have upped the ante. It looks as if the wait has been worth it, though.

From the moment you plug the game in, you know it's something special. The intro screen is like a mini pop video – the music and fighting are synchronised, and the camera zooms and cuts from one view to another. Once you've chosen training, two-player or tournament mode, the battling begins.

Plot? What plot?

The plot is largely irrelevant.

You can play against the computer or a human opponent. The computer plays a pretty mean game and is great to practice against, but you can't beat (sic) playing against a friend to really get the competitive juices going.

The eight opponents all have their own special moves, and every time you beat one, you get to add two of their moves to your repertoire. This means your range of kicks and punches increases as you progress. However, there are so many moves that most people will probably settle on a few favourites.

There are also some combo-moves. They are extremely hard to get right, but well worth it in terms of hit points and spectacular on-screen action. How about a face-slap combo? Try to remember right up B left up B right up B. With button combinations like that though, a few more hit points wouldn't have gone amiss.

There's also an invisible force field which surrounds the playing area. If you can push your opponents into it, you get to see them electrocuted by long blue sparks. It's good fun, although the jerking bodies and sound effects are not for the squeamish.

The computer-controlled opponents have definite personalities. What works against one may not work against the next, so you're on a constant learning curve.

To beat an opponent, you need to win two out of three matches. The early ones are soon mastered, but later opponents do take a bit more work. If you are successful, you get a password so you can keep your new skills.

The speed and detail of the graphics should be a revelation to many of the Jaguar's detractors. Each fighter is fully texture mapped and the various moves are well animated. The little 'dances' that the winners perform at the end of each match are a particularly nice touch.

Point of view

The camera angle can be fixed or rolling. In the latter mode it pans wildly around the arena, following the players. Sometimes close up, it can then fall away to a long shot. Very occasionally this makes it difficult to judge your position, but it's rarely a problem for long.

The music is good and consists of the usual techno tunes – *Tempest 2000* has a lot to answer for. The sound effects are sparse but well chosen, with kicks producing gentle whooshing noises and characters grunting and squealing when hit hard. An awesomely deep voice introduces each new match.

Comparisons to *Tekken* and *Virtua Fighter* are inevitable. I'd be lying if I said it came into their league. However, given that they come on CDs with hundreds of megabytes of sounds and graphics, whereas *Fight For Life* is all packed into a 4Mb cartridge, the latter is an astounding achievement. It may be missing some of the polish of *Tekken*, but it matches both for playability. The only real caveat is that you need a human opponent for long-term value for money. *stf*

IAIN LASKEY

You can choose your fighter, but the Jaguar sorts out the opposition automatically. Curses.

The basic kick and punch moves will see you through the first few rounds, but you'll have to learn some combos to get much farther.

Product: Fight For Life
Price: £59.99
Contact: JTS Atari
Tel: 01753 533344
Min system: Jaguar

VERDICT ● STF VERDICT ● STF VERD

HIGHS
- Superb playability
- Texture-mapped players
- Sound effects

LOWS
- Price
- Some moves are tricky
- No very powerful moves

In short...
Superbly playable beat-'em-up with great graphics and sound. Worth the wait.

90%

JAGUAR

■ Shoot-'em-up ■ Atari
■ £49.99 ■ Out May
■ No other versions available
■ No other versions planned

The unplayable, but pretty looking external rear view.

Calling all Jaguar owners, calling all Jaguar owners. Atari in game release shocker... Read on

hoverstrike

Before you get off thinking that Hoverstrike is a management simulation where you have to negotiate with irate inflatable drivers, who, in an effort for a pay rise are refusing to take drooling punters to Calais to stock up with cheap booze, don't. The actual truth is that Hoverstrike has an even sillier plotline.

Out in space some nasty bruiser-type pirates have ransacked a planet where nice folk are trying to settle. Okay, so the baddies are totally tooled up to the teeth and even have an atmospheric cannon to prevent any kind of invasion. So, top military plan coming up; your Generals send you down to the planet surface in a hovercraft.

You can just imagine the relief that the terrorised colonists would feel can't you? The sight of your glorified li-lo going head-to-head with a heavy tank would really fill the enslaved population with hope. Hurray, 'we're saved' they'd think. 'Look Daddy, that man on the waterbed is going to free us from a brutal reign of oppressive tyranny that has blighted our lives these past months,' the goatboy would say to his shepherd father.

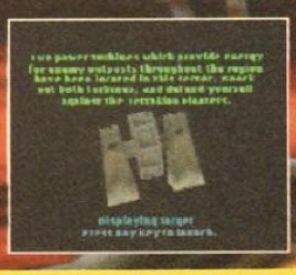
'Ah, but son, any pirate worth half his salt will rip his airbag open with some rusty, but sharp agricultural equipment, or simply pop it with a slithery tentacle,' the shepherd father would reply, to his obviously naive, goatboy son.

'If only they'd been to Halford's and protracted a body-kit which would double as armour,' the goatboy would've mused as he rued the day he'd said yes to a Youth Training scheme... Well, it could have happened like that.

▲ *More design awards for alien scientists who've designed a two-legged craft guaranteed to go A over T within 30 seconds.*

A LOT LESS BOVVER IN A HOVVER

Having read your mission priorities the transport craft will drop you in the approximate zone. The area will be crawling with alien craft and well guarded, but once you've taken out all the major threats (indicated on your radar in green) then you can proceed to your mission target (in yellow). Once you've found it, unleash a salvo of missiles into it, pick up a kebab and wait for your taxi home.



● GAME BY ATARI ● CONTACT ATARI (01753 533 344) FOR INFORMATION

heavy armour land crawler/tank
Powerful weapons, but neither are very mobile.

magnetic mine
Pesky critters that follow you and then blow up.

'mad dog' MT walker
As the clever name suggests it walks everywhere. Apart from costing it mucho wonga in shoe leather, it's got a head that chases you after you've destroyed the main body.

gun turret
Remote-controlled and top of the range. Loads of weapons and probably a 24V engine, leather interior and all the trimmings that break after a week.

ARMOUR-GEDDIN IT

durian T5 jet
Accurate from long distance, but only kitted out with Alcan foil for armour.

floaters Various shapes and sizes all of which are a continual pain as they hover around you, nippy flyweights who jab you before moving to avoid your big shot.

◀ Secondary targeting allows you to er... target something second.

Lovely eye for decoration these alien types ▼

▼ Power-ups à la Doom.

▲ Alien technology pioneers the first flying toast rack.

Anyone for flambéed ET ▶ and a little side salad.

VERDICT

JAGUAR

Your biggest enemy in Hoverstrike is probably your own ship. It steers like a quadriplegic camel on hallucinogenic substances, but if (a big 'if') you do manage to suss the controls the first set of missions become straight forward. The problem is that once you get past the first six missions and are in need of fresh thrills, success depends on the same kind of thing but with more objects and aliens to destroy. A year or so ago we might have dribbled just at the graphics, but now we need *much* more.

SIMON CLAYS

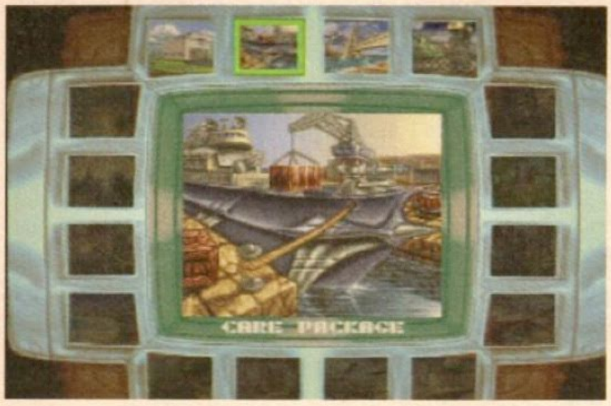
GRAPHICS	80
SOUND	75
PLAYABILITY	60
VALUE	54

OVERALL

69

■ JAGUAR

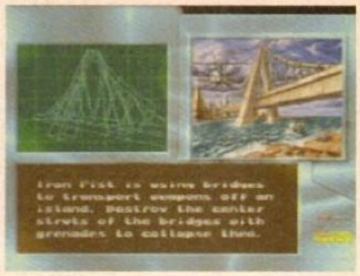
■ Shoot-'em-up ■ Atari
■ £54.99 ■ Out Now
■ No other versions available
■ No other versions planned



Adding an Iron Soldier into its Jaguar armoury Atari hopes to blow away the opposition; it's loaded and aimed but can we find that fire button? Can we hell...

There's a lot to be said for square-shaped things, Smiths decided in the early Eighties that we needed to to have our crisps square shaped. Then later in that great decade Tetley did the opposite and decided that the perfectly-OK square tea bag would be better if it was round (as mugs were round). What did I care, I had a teapot. Then games makers went overboard on squares and made polygon-based racers and shoot-'em-ups, from the likes of Red Zone, Urban Strike and the fomidable Virtua Racing Deluxe. The latter is of course on 32X, and Atari hasn't managed to come up with a decent polygon racer on Jaguar as Club Drive and Chequered Flag are testament to: issue 157, both scoring 72%.

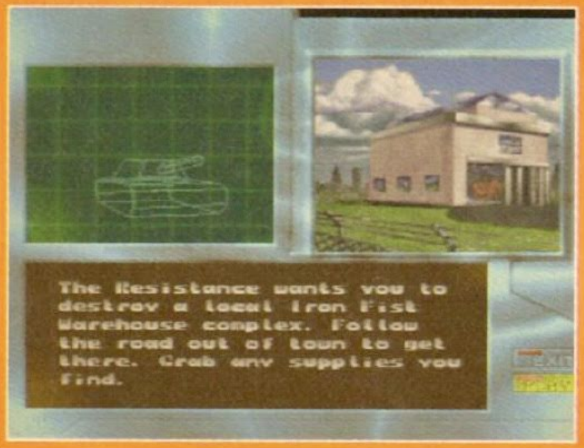
It's a new issue now though, and Atari has a new square challenger to Sega's 32X Metal Head (page 90) in the guise of Iron Soldier. The idea here is that you take on the role of a huge, metal, android-type affair that the resistance (the good guys) have control of. You must try and stop the subversive Iron Corporation who are trying to take control of the world, or something. To stop the enemy you have to roam around a 3D enviroment disposing of various tanks, helicopters and surface-to-air missiles while completing your mission brief. Weapons and energy supplies are hidden in various intstalllations which can be destroyed with a quick smash of your iron fist.



◀ Take it to the bridge. And then destroy it.

It's a ▶ difficult decision.

▲ Destroy buildings and you might find some vital supplies.



IT'S A MISSION JIM, BUT NOT AS WE KNOW IT

The mission briefings are not totally dissimilare to the Strike series of games and Red Zone, but that's no bad thing as those game were real crackers.

◀ Missions can be tricky to say the least.

● GAME BY ATARI ● CONTACT ATARI (0753 533344) FOR INFORMATION

▼ *The best graphical element has to be the choppers.*

▲ *Various weapons can be selected, from grenades, assault rifles to gattling guns and pure brute force.*

▲ *As you progress all the missions will appear.*

▲ *One second it's one big helicopter, next it's hundreds of helicopter bits.*

soldier

▲ *Things get tricky on the midnight raid, as funnily enough it's in the dark.*

ALTERNATIVE

MEGA DRIVE 32X

- **Metal Head**
- **Sega/£49.99**

Technically the best looking game to be seen on Sega's latest Mega Drive add ono. Remarkably similar in look and gameplay to Iron Soldier, only better in both areas.

THIS ISSUE: PAGE 90

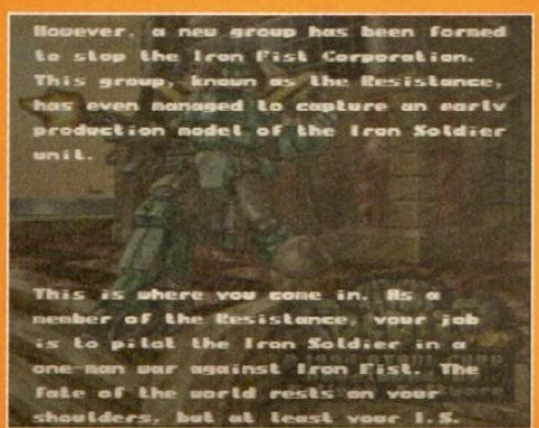
SECOND OPINION

These big robot games are usually quite a crack, but for some reason Iron Soldier just falls short. It's not a disaster by any means, the missions are well structured and, unlike Metal Head, there's always something on screen to have a pop at. It's just that it's a little dull and repetitive. There are some nice graphic touches too, such as the texture mapping on some objects, but when you compare it to the 32X game, well, that just looks a whole lot better. Software-strapped Jag owners will probably find some solace in this until something else turns up, but if you're not that desperate, then there's no need to rush out and buy this.

MARK PATTERSON

OH, QUICK, WE NEED AN INTRO...

All right, we're not expecting an FMV affair, but surely we could do better thzan reams of superflous text, don'tcha agree?



▼ *Mission one, and tanks a lot for the picture Atari.*

▲ *All the missions, none of which leave you particularly wanting more of the same.*

VERDICT

JAGUAR

Iron Soldier isn't a bad game, it is also not a good game. The reason for this is that there's not one element that makes you sit up and say 'wow!', especially as this is on a 64-bit machine. To be fair also some of the graphics are good too, the rotoscoping helicopters for example. But the sum of these parts do not add up to a good game. The control method is far from intuitive, the movement is slow and at times unresponsive, the missions often unclear as to how the objective is to be attained. No cigar I'm afraid Atari.

GARY LORD

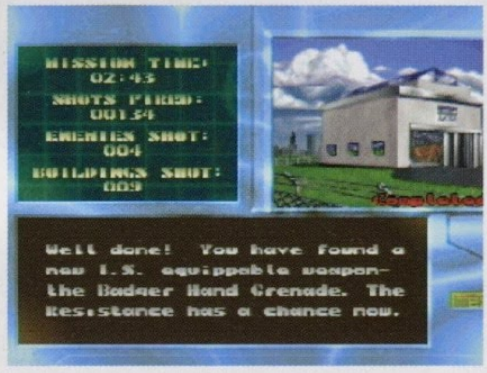
GRAPHICS	83
SOUND	70
PLAYABILITY	78
VALUE	82

OVERALL

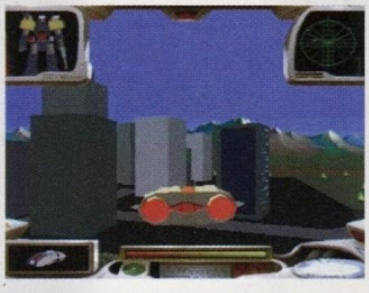
78

Iron Soldier

Format: Jaguar
Publisher: Atari
Developer: Eclipse
Price: £55
Release: Out now (UK)



A skyscraper becomes a groundhugger as you lob a hand grenade into its base (left). After completing some of the harder missions, you get new weapons to help you in future battles (right)



As the horde of Jaguar games promised for late summer finally sees daylight, only one turns out to have been worth the wait. *Iron Soldier* is one of the few Jaguar titles this year which deserves success.

Refreshingly, this is a game built on the traditional virtues of solid graphics and strong gameplay. Roaming about in your giant robot, shooting anything that moves, razing skyscrapers to the ground and watching the spectacular explosions consume anything within their blast radius is mighty good fun.

Although the game seems a bit lumbering at times, its lack of pace is compensated for by the variety of missions and foes. Each mission is tailored to provide a specific challenge and all are highly taxing on the top difficulty setting. While the scenarios all, inevitably, revolve around the destruction of enemy craft and installations, there's enough variety to keep you coming back for more.

Iron Soldier is a superb combination of Amiga-style gameplay and Jaguar visuals. It may not be the fastest beast on two legs (and the lack of texture mapping often makes the visuals look dowdy) but the playability lurking beneath the surface offers a challenge matched by few other Jag games.

Edge rating: **Eight** out of **ten**

A grenade cluster explodes (top left). Fly a cruise missile in later missions (middle left). Blocks crash around you (main). Enemy mechs (above) are by far the toughest opponents – use grenades

Iron Soldier

Metal and nerves of steel

Jaguar • Atari • £50

◀ Yikes! A giant enemy robot thunders straight through a building, like a big robot.

▶ The explosions are pretty spectacular, as the buildings and vehicles explode in showers of polygon debris. It's cool man, real cool.

This was one of the first games announced for the Jaguar and now it's finally here we can see why it took so long. *Iron Soldier* is a minor masterpiece.

You get to 'be' a giant iron robot on a mission to destroy the entire planet. Erm, sort of.

It's a bit more strategic than that. For a start, each mission has a different objective, often fairly strategic. Better still, each mission involves blowing up loads of stuff.

The robot, while slow, is easy to control. He rumbles about in a very convincing fashion blasting away with a variety of weapons.

He can also move his head up and down in order to target aerial or ground-based critters. Mastering this head control is pretty much the key to success.

As the game progresses, so the missions become more complex. This level of depth has an almost adventure-like quality. The graphics are smooth, well animated and particularly impressive when things explode.

Definitely one of the best titles on the Jag and worth buying just to see a building collapse when you punch it.

Ultimately

Cool

88%

⊕ Involving gameplay
⊖ Sometimes slow

Sensible Soccer

Jaguar • Atari • £55

Well, there's nothing new in this Jag version of arguably the greatest football game ever written. But you probably couldn't add too much to *Sensible Soccer* without detracting from the superb gameplay itself.

It's fast with some slick scrolling and a wealth of options, but it's not really going to attract a crowd of potential customers towards the Jaguar stand in HMV.

For one thing, its retail price is creeping over the £50 watershed. Not good. And 3DO have the visually stunning *FIFA* to wow passers-by with.

But *Sensible* is still a true classic, and although getting a satisfactory curving on the ball is damn near impossible with the Atari house-brick pad, overall the game retains its effortless playability. On the head... er and other clichés.

▼ No huge leap in graphics terms, but the gameplay's identical.

▲ Small yet perfectly formed, that's my team.

Ultimately

Tabletop

85%

- ⊕ The same great flavour
- ⊖ Price and pad

Flaming kilts and everything! Kasumi Ni

Jaguar • Atari • £60

◀ The backgrounds seem to have different layers to them, giving a real feeling of depth. It'll make your eyes go all squiffy.

▶ The horse in Pakawa's background eats grass during the fight. No, really, it does. It really eats grass. Er...

TOP CHEATS

Alien Versus Predator. Jaguar: During the game, hold down Pause and Option, then press 1 and 3. The hold down 2, 5, 7 and 9 at the same time. You should hear the Predator laugh. Now if you're the marine press Option plus 1, 2, 3 and 4 for all weapon recharge. If you're the Predator Option plus 1, 2, 3 or 4 for different weapons.

▲ Habaki's death move – the power head smash. Imagine those stains.

▼ A flaming Bolas from the cat-suited Danja. She's a lovely lass.

▲ The smoky smell of burning pubic hair. Pooh!

▼ The character selection screen.. Where's Gyaku?

nja

With nine cross-cultural characters, some great backgrounds and a flood of blood, this is the game that Jaguar owners have been holding a vigil for. So, here it is. Was it worth the wait? Er, well, no actually...

It's not very good. It's a load of old toilet, to be brutally honest (and honesty is always the best policy). After scraping together some good ideas from the beat-'em-up genre, it dumps them all unceremoniously in a pumpy game.

The tedious nature of the attacks in one-player mode, even on the hardest level, soon kicks in. Continually use a projectile attack (throwing a knife, fireball, or whatever) and the opponent gets hit. They'll duck the next one, but invariably walk straight into the following one. Marve–piggin–lous.

Combos are stupidly difficult to perform, so there's little point trying to string 'em together. Even two-player mode fails to lift the game from the mire.

It tends to move at a relatively slow pace and the slab of plastic that is the Jaguar joypad renders fluid movement near impossible.

Even the degree of blood spillage doesn't make this anything special. The price is laughable for something which will last you last you the lesser part of five minutes.

▲ The token hint, Thundra, smashing Habaki's twin, Senzo.

Ultimately

Pump — **38%**

- Depth in backgrounds
- No depth in gameplay

▶ Cover yer 'nads, there's a ball being hoofed at ya, matey.

Arcade flavouring sloshes through the veins of *Super Sidekicks 2*, and that makes it the kind of footie game that's more likely to appeal to people not normally into this soccer stuff.

Essentially a side-on viewed football game, this really does benefit from the Neo Geo CD pad as opposed to the original whopping great Neo Geo joystick.

The players themselves have a wealth of easily-accessible and highly-entertaining moves at their screw-in studded boot tips, but they do tend to become uncontrollable after being involved in a tackle.

The animated cutaway sequences when the players shoot for goal or take a penalty are more than just impressively smooth flash bits of presentation. They actually take the form of a 'duck shoot' with a roving cursor, and you have to hit your fire button at the right moment to score a scorcher.

Not a totally satisfactory football game, then (the pauses in play irritate like red hot needles), but the simple control method certainly makes it fun to have a burst on.

Neo Geo CD • SNK • £45

Super Sidekicks 2

Ultimately

Overerejohn — **79%**

- Eyes out for the looks
- Patience in for the pauses

■ JAGUAR

■ Beat-'em-up ■ Atari
■ £49.99 ■ Out Now
■ No other versions available
■ No other versions planned

JAGUAR

So I tore your spandex disco suit – so Kasumi! © Poor Quality New York Jokes Inc.

Atari enters its contender into the Christmas console combat zone, but is this mutton dressed as Mortal?

kasumi ninja

Nothing brings in the punters like a bit of gratuitous blood and violence. Which may be why Atari, actively seeking punters, sought to spice up the Jaguar's tame image with the lurid beat-'em-up action that is Kasumi Ninja.

Following standard procedure, all the guys and gals have a series of special tricks up their sleeves (or under their kilts), with which to bombard the enemy. These are activated by a series of joypad movements, but strangely all incorporate the C button, keeping them separate from the standard punch/kick movements.

The game also has a gore mode. Little more than blood (none of MKII's guts), there are various levels of intensity at which this may be set, with the most extreme having pints of the stuff raining from the ceiling. Atari has incorporated a parental lock, which ensures little Johnny cannot stick Kasumi on for cheap gratification. Unless they want him to, of course.

▲ The blood runs free, but is about as convincing as a Zombie Flesh Killers B-movie. But wait, isn't that banned?

▲ This is atypical of the specials in Kasumi. If they all showed this sort of initiative it might at least be funny.

▲ Angus is a champion tosser.

▲ Thundra's Raiden impersonation move.

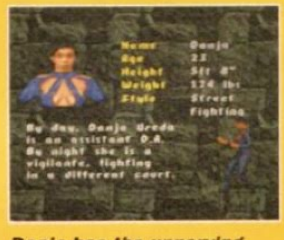
Gyaku helpfully pauses the fight to look for head lice.

GONG SHOW

If Atari can be unoriginal, so can we. Here's one of those fighter profile lists you always find in combat game reviews.

His ludicrous sporran-lifting antics reveal once and for all what lies beneath a Scotsman's kilt.

Jacky Chan-ish, has the advantages of agility and more than the average complement of special moves.



Danja has the unnerving ability to jump out of the screen and appear at the other side.

VERDICT

JAGUAR

Kasumi Ninja is a pale imitation of some great beat-'em-ups, the only relief being the occasionally Pythonesque on-screen elements. The nice backdrops are mostly static, and the purpose of digitising the characters from actors is defeated by meagre animation. But the game's mechanics are the greatest failing. The action is slow and the response so sluggish, I quickly resorted to repetitive long-range attacks, which the computer AI is unable to cope with on all but the highest difficulty setting. A highly unenjoyable game.

ANGUS SWAN

GRAPHICS	80
SOUND	67
PLAYABILITY	52
VALUE	49

OVERALL

51

ALTERNATIVE

AMIGA/GAME BOY/MEGA DRIVE/SNES GAME GEAR

■ Mortal Kombat II
■ Acclaim/£various

The original and best made better in this sequel, with all the blood intact but babalities and friendships included which makes the affair seem far friendlier.

■ ISSUE 158: 96%

● GAME BY ATARI ● CONTACT ATARI (01753 533344) FOR INFORMATION

Missile Command 3D

Texture-mapped bosses float effortlessly around the screen, raining missiles on your sensitive cities. You have to be tough to save the world. And vigilant. And a good shot.

So, is the Cold War over? Not on the Jaguar, where you must save your virtual cities from thermonuclear destruction.

Atari continues its fascination with the past with the unveiling of *Missile Command 3D*, its latest reworking of an arcade classic.

For those of you who aren't old and crusty, *Missile Command* was a huge hit in the early 1980s, when Atari reigned supreme as top dog in the arcades and at home. The concept is simple: you have six cities to defend and three missile bases to shoot from. Waves of nuclear missiles, smart missiles, aircraft and satellites attempt to demolish your cities; you have to shoot them down.

However, there's a catch: your missiles take a while to reach their targets, so you need to predict their trajectory and aim ahead of the incoming objects. Every time you score 10,000 points you get a new city to replace any that have been destroyed; when all six are gone, the game is over.

Missile Command 3D combines classic gameplay with decidedly 1990s graphics.

If you drop your defences when the electric eel slithers into view, you're in for a shock.

Power-ups, such as this laser upgrade, are left in the wake of mini-bosses.

Three for one

Missile Command 3D comprises three very different games: Original, 3D and Virtual. Unfortunately, the 'original' version bears little resemblance to the arcade game. It looks as if someone programmed it from memory, and while it plays reasonably well, it isn't worth getting excited about.

The 3D version is more rewarding. It's played from the point of view of a person on the ground, looking up. Once again, you have three missile bases to fire from, but now you see the warheads with their plumes coming down at you, which is very eerie. The sky is much wider than your field of view so you need to make good use of the radar to know where to look next.

Upgrades

Surviving cities can have their tech levels increased, a neat twist which enables you to build extra weapons. The smart bomb is especially useful when things get frantic on the later levels.

The final version is Virtual mode. This adds all kinds of extra bells and whistles, such as weapon power-ups, underwater, sky and space stages and end-of-level bosses. It is similar to the 3D game but requires a more tactical approach, because different weapons suit different targets. If you use the wrong weapon too early you'll be in big trouble later on.

Don't get carried away collecting power-ups, because time wasted collecting these can result in incoming missiles reaching their targets. Enemy craft also swarm about dropping bombs, making it easy to miss them. Extreme vigilance is the name of the game.

Original mode apart, the graphics are pleasant enough, and the intro screen is excellent. The camera zooms about what appear to be corridors, then pulls back to reveal the words 'Missile Command 3D'.

Pretty in 3D

The 3D modes have nice glint and lens flare effects as you pass the sun, making it look as if you're playing through a camera. There's also some simple but effective use of texture mapping in the 3D objects. Rather oddly, though, the spinning VR logo which appears when the game is started is the most appalling effort at 3D we've ever seen. It wouldn't look out of place on a Commodore 64.

The music is in typical Jaguar style and adds a suitable techno ambience to the proceedings. Sound effects are generally good, but we'd have liked the right noises on the original version.

Original *Missile Command*: old and not very good, despite the trendy view settings.

Missile Command 3D was originally designed for use with the aborted virtual reality (VR) headset. Given the last-minute change, it holds up pretty well, but playing the 3D versions did make us wish Atari had persevered with VR. They would be impressive through a VR helmet.

As it stands, *Missile Command 3D* is still a fine blast-'em-up. It may not impress your friends, but it has that time-honoured 'Just one more try' feel. *stf*

IAIN LASKEY

Product: Missile Command 3D
Price: £49.99
Contact: The Console Centre
Tel: 01484 544926
Min system: Jaguar

VERDICT ● STF VERDICT ● STF VERDI

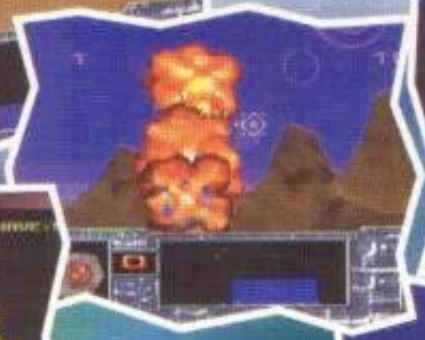
HIGHS
- Addictive
- Excellent point-of-view graphics

LOWS
- Original version is poor
- Virtual version needs more levels

In short...
Hardly state of the art, but it still manages to provide seriously addictive blasting.

75%

▶ The original *Missile Command*. It's cack, oh yes indeedy.



◀ *Virtual Missile Command*. It too is a bit cack.

▲ Surely the Jag can produce better explosions than this.

Missile Command 3D

This game fails in a mind boggling number of ways. First off it was designed for the Jaguar Virtual Reality headset. As you probably know the headset has been shelved so you'd be forgiven for thinking 'What's the point of releasing this then?' After all, it would be like buying the latest most technically advanced airbag without having the car to put it in.

It also tries to reignite the excitement created by the original arcade classic... and fails. It's true some new stabs on old classics have worked well enough. *Tempest 2000* was the business. But attempting this sort of thing is very hit and miss and sadly Atari have, on this occasion, missed.

There are three versions of the game in here you see. The original *Missile Command* which is all very jolly and nostalgic but frankly stinks compared to what's being produced now. It's a novelty but nothing more. Then there's *Missile Command 3D*. It's *Missile Command*, but everything is 3D. Not viewed-through-the-eyes-3D mind you, just 3D objects in place of the flat ones in the original version. It looks nice, but it's essentially the same as the original as far as content goes. And finally there's *Virtual Missile Command*. This one is viewed through the eyes and is actually the most enjoyable of the three versions. However, it's still very repetitive, despite some neat graphics, and the fact you'll never get to play it on the virtual headset just rubs salt into the already gaping wound.

And that's yer lot. Three variations on an incredibly dull and dated theme. Had the virtual reality headset been available this may have been worth a go just for the sake of the novelty value. It might even have been OK if they'd managed to make a silk purse out of this sow's ear. Sadly all we have is a sow's ear purse. And not a very well crafted one at that.

Ultimately

Turkey **30%**

- ⊕ Three games in one?
- ⊖ Repetition aboy!

Machine:	Jaguar
Publisher:	Atari
Developer:	Virtuality Ent.
Price:	£45
Immersion:	None

UK

When the rot sets in...

... why not try fiddling about with the three additional view options you can select? By pressing the buttons on the numeric keypad you can display the game in various forms and zoom and rotate it around. That should keep you enthralled for an additional five minutes.

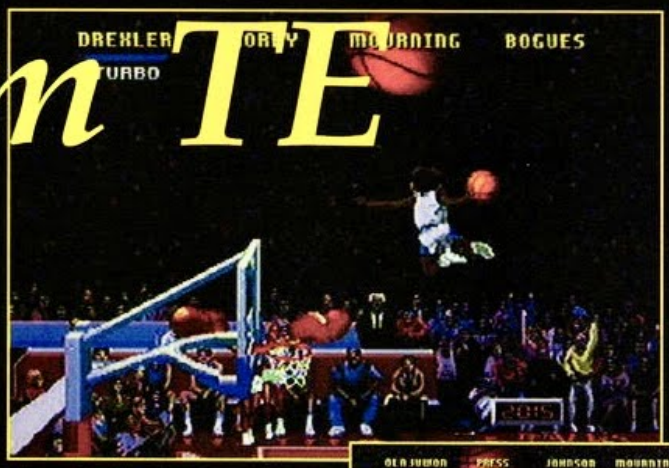
The arcade cabinet. Thrill to the sight of a full sized arcade cabinet as the game still runs on the screen. Then groan as you realise the screen is to small for you to see anything.

The television. Complete with old fashioned ariel. You can pretend you're in your own lounge playing *Missile Command* on your own TV... uh, which of course you are. Oh dear, how ridiculous.

The Lynx. Shrink it right down and it's almost as if you're playing this full-sized version of the classic *Missile Command* on a tiny little hand held. And what exactly is the point? We wish we knew.

NBA Jam TE

Be the next Michael Jordan with *NBA Jam Tournament Edition*. All you need is stilts, baggy shorts and years of practice.



The special moves flow like there's no tomorrow – just try stopping this one.

The graphics and gameplay are completely faithful to the arcade original. It's fast and furious out there.

Sports games sell by the bucketful, but the Jag has always been a bit of a poor relation in this respect. Hopefully, *NBA Jam* will change all this.

NBA Jam TE enables you to play basketball against the Jaguar or your friends. While the Jag plays a mean game, games like this really start to shine when you're up against other people. *NBA Jam* was designed with just this in mind – it can use both the Pro Controller and the Team Tap add-on, and up to four players can compete against each other.

The tip-off

Each game consists of four quarters. You choose your two players at the start of the first one, and should aim for a mix of strong shooting and good passing and blocking.

If your combination of players doesn't work out, you can substitute either or both at the end of each quarter. Badly injured players can also be swapped out this way.

Power-up icons appear from time to time, boosting your speed, power and skill.

You can take a shot at the hoop from any distance, but too much ambition will be rewarded with a stolen ball.

Assuming you win, you then get to play against another team. As the matches progress, you slowly work your way up the league.

Time out

The computer players are very easy to beat at first, but soon toughen up as your play improves, so don't expect to finish this cart in a hurry. With over 120 NBA stars available for your team (and the opposition's) you'll be well occupied for some time.

During play, the A, B and C buttons act as shoot/block, pass/steal and turbo. These are used in various combinations to play the ball in a number of ways. Exactly which manoeuvres can be performed also depends on the player's individual abilities, so don't expect a well-known bricklayer to start hitting three-point shots.

As in the real game, you get more points if you shoot from further back. In some game modes, power-up icons appear on the court. These give you extra abilities and increase your skills.

The graphics are generally pretty good, especially for a cartridge. The players have been individually digitised, with representations displayed both at selection time and during play. Unfortunately, the heads on the players are oversized to an alarming degree, making them look deformed.

The soundtrack pounds along and the audio effects add atmosphere

The animation is adequate, although a little more effort on the backgrounds would have improved things a lot. It is also quite hard to work out which player you are controlling during fast play. Lots of static screens add to a generally polished overall appearance.

The soundtrack pounds along with suitably frantic tunes, and all sorts of audio effects add to the atmosphere. The sound is a cut above the average for a Jaguar game, with individual calls for the various players. The Options screen offers plenty of adjustments to the gameplay, including tag mode, computer assistance and various timer parameters.

It's half time and and you suddenly realise just how much work the Jag-controlled member of your team is doing (ball hog!).

Final buzzer

Overall, *NBA Jam TE* is a difficult game to quantify. It comes into its own in multiplayer mode, but the charm may wear off all too quickly for solo players. Some people really rate it highly, though.

You should try to have a go in the shop before splashing out your £60; after all, this is very much in the upper tier of Jaguar game prices. *stf*

IAIN LASKEY

Product: NBA Jam TE
Price: £59.99
Contact: JTS Atari
Tel: 01753 533344
Min system: Jaguar

VERDICT ● STF VERDICT ● STF VER

HIGHS
- Multiplayer option
- Great sound effects

LOWS
- Vastly overpriced
- Odd-looking players
- A little repetitive

In short...
Tons of entertainment in multiplayer mode; can be dull if you're on your own.

70%

◀ Aah, it gives off an orange cloud of light that flows out over the sea. Wow.

▲ His head is big. A bit like John Denver's, some would say. But not us. No.

NBA JAM

Tournament Edition

The Jaguar is in serious need of serious sporty action, and *NBA Jam TE*, although rather late in the day, could just about remedy this.

Okay, the game itself is not going to make anyone flock to the shops to snap up a Jaguar (it is already out on every other system under the sun), but to current Jag owners, it must come as a breath of fresh air. It may even go as far as blotting the memory of the appalling *White Men Can't Jump*. Brrrrr.

The graphics may not be quite up to those of the PlayStation version (which have now been surpassed by the motion-captured likes of *Total NBA* and Konami's *NBA: In The Zone*) and it may not move quite as slickly either, but this is essentially *NBA Jam TE* as we know and love it. It's one thing going for intense realism, but if at the end of the day it's not that much fun, what's the point? That's where this game succeeds. It gains so much from relying on simple, uncomplicated gameplay (one of the reasons *Doom* always rises above all the fussy competition). With a limited range of moves the matches become very focused. And you can't argue with a bit of focusing.

Ultimately

Schporty

83%

⊕ Well, it's NBA Jam

⊖ Dodgy graphics

Machine: Jaguar
Publisher: Atari
Developer: Iguana Warp
Price: £40
Players: 4

UK

▲ *NBA Jam* we love you. Kiss your face and squeeze you too.

Pitfall – The Mayan Adventure

Pitfall is back on the Atari, 15 years after its release on the VCS, but has time been kinder to the game than it was to the Incas?

Some days you have to give up everything that's comforting and familiar and take a leap into the unknown... and some days you just want to die. Ta-ra, then.

Even in the world of the next-generation console, the platform game is still pretty big news. However, this being the next generation and everything, it's a different breed of platformer that's attracting punters to the new machines.

On the Playstation there's the innovative and esoteric *Jumping Flash* as well as the insane mayhem of *Rapid Reload*; the Saturn's got the charismatic and novel 3D-style *Bug*; and the Ultra 64's *Mario* game is already wowing the faces off everyone, despite being only about 30 per cent complete. So far, of course, the Jag has had to make do with the horrible *Bubsy* and the out-of-time *Zool 2*, but now there's... ah.

Wheeeeee! It's the obligatory runaway mine cart sequence. Hold on...

And here you are up a tree, holding on to something else. Life's like that.

Old school

If you're looking for state-of-the-art 64-bit sophistication in *Pitfall*, you're going to be disappointed. This latest release is so 'old school' it actually has an exact rendition of the original Atari VCS version of *Pitfall* hidden within it as a bonus game. While *The Mayan Adventure* itself only borrows a few key themes and visual cues from its 15 year-old predecessor, the game design is as old as the Incan temples that form the backdrop. This is straightforward jumpin', shootin' and whippin' action.

If you've ever played a platform game, at any time in your life, there's very little we can tell you about this one. The graphics and animation are lush, the music atmospheric, and the runaway mine cart sequence is present and correct. There are secret rooms to find, little bonus games to play, and a funny joke at the end – no, I won't spoil it for you. But that's about it.

If you're up for a bit of platforming action, it's easily your best bet

The five levels are a reasonable size, but rather loosely laid-out and samey. It's all too easy to run in circles, covering the same area several times without noticing. The baddies are refreshingly plausible and plentiful, though. Bats, rats, snakes and birds knock you around and get in your way, but at least they don't posses annoying magical powers or fire bullets and suchlike. There are enough of them to keep you on your toes all the way through, and the overall difficulty ensures you won't go straight through the game on your first attempt, even if you use the handy save feature.

It was so much better when the mine cart was running away. Still, it'll only take you three weeks to push these coals to Newcastle.

Hold on, HOLD ON! All right then, let go, we don't care.

Tread softly, for you tread beneath the Alsation of wrathful vengeance.

Pitfall's hardly going to sell loads of Jaguars – it's all but identical to the SNES and Mega Drive versions of the game – but if you're up for a bit of decent platforming action, then it's easily your best bet. And hey, what else are you going to spend your money on – *Ultra Vortek*? ***stf***

STUART CAMPBELL

Product: Pitfall – The Mayan Adventure
Price: £50
Contact: Activision/Atari
Tel: 01753 533344
Min system: Jaguar

VERDICT ● STF VERDICT ● STF VERDICT

Pitfall

HIGHS
- It's pretty
- It's hard
- It's got Pitfall in it

LOWS
- It's not very big
- It's a bit of a sprawl

In short...
Lush, atmospheric and the best Jag platformer yet. But how hard can that be?

80%

JAGUAR

PLATFORM

ACTIVISION

£39.99

OUT NOW

ONE PLAYER

NO OTHER VERSIONS PLANNED

PC CD-ROM, MEGA DRIVE AND SNES VERSIONS AVAILABLE

▲ *Pitfall is a very addictive game. As you can see, Harry is hooked. Ho ho.*

▲ *Can you spot the popular Pitfall character in this picture?*

Never heard of Pitfall Harry have you? Those of you who have probably won't admit to it either. That's because he's a historic video games superhero – one that revolutionised the Atari 2600 in the early eighties. Now Harry Jr is here to do the same for Jaguar.

PITFALL:

THE MAYAN ADVENTURE

Actually "Pitfall: The Mayan Adventure" is already available for the 16-bit machines. To all intents and purposes this version is identical. Though minor cosmetics are applied to the visuals, the overall structure is unchanged. Assuming you have cared less about the Super NES and Mega Drive since buying a Jag, here's the lowdown on what you've been missing.

An original concept the first Pitfall might have been, but The Mayan Adventure is pretty standard these days – a platform adventure which forces the hero to negotiate tricky eight-way scrolling 2D environments. Whereas Rayman takes us to impossible fantasy locations, here they are closer to actuality. But no less treacherous. Harry Jr is presented as a casual clad, puppy dog adventurer, keen to cut his teeth on similar kinds of antics to those which made his father a legend. The whole premise behind the old VCS game was the adrenaline-burning prospect of timing a rope swing over some deadly bog, or swift hopping across the mouths of hungry crocodiles. Naturally Activision have reinvented the scenario somewhat and given Harry Jr much more to consider. In abandoned mines 'H' takes to skating with rusty old carts. Jungle terrain lends itself to bungee jumping, and Death Sliding off vines. Dad was forced to run for his life the whole time, but Jr is able to fend off attacks with a swift boomerang, and pebbles from his sling. The latter is also used to monkey swings from barbs found in some ceilings. And for anyone still nurturing fond memories of the good old days, there are many secret areas to discover, one of which is a fully playable version of the 2600 game. Here you can see exactly how basic it truly was. And it was state-of-the-art only ten years ago!

▲ *I'd take that thing back to the pet shop.*

VERDICT

JAGUAR

Sampras '96 is a tidy update of what was already

There are some great routines running through this jungle remix; ones that Kroyer Films' animators obviously took time perfecting the look of. Soundelux Media Labs' film industry expertise is credited less by the music aired, though it's still pretty intelligent. But even this kind of assistance cannot hope to inspire originality in a game, and, despite its heritage, The Mayan Adventure slips dangerously toward the mire of insignificance. Elsewhere in the computer and video games industry, Activision are still wooing players with ground-breaking PC titles such as Mechwarrior 2. On console they are lacking imagination. Whereas the Mario Bros and even Pac Man have maintained an air of originality about them since 1982, Harry Jr has fallen into the trap of looks over gameplay. And for the Jaguar these graphics are not so radical either. So long Harry, it was nice knowing you.

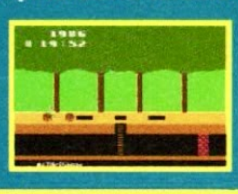
PAUL DAVIES

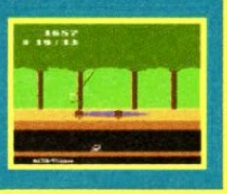
SCORES

GRAPHICS	77
ANIMATION	80
MUSIC	79
SOUND EFFECTS	71
GAMEPLAY	64
VALUE	62
OVERALL	66

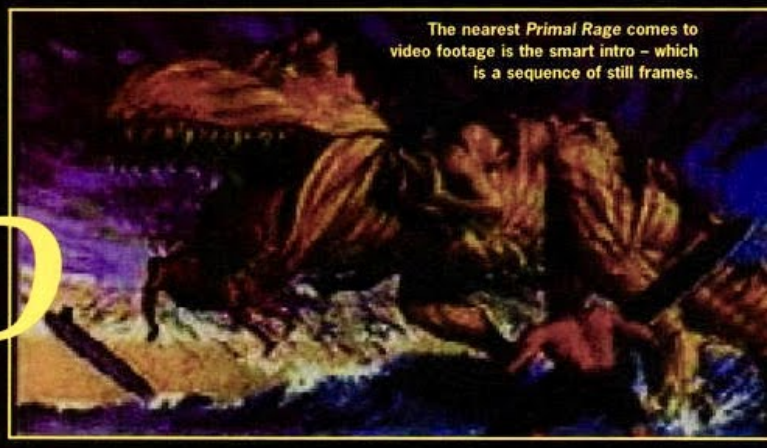
DO NOT BE ALARMED... DO NOT ADJUST YOUR SCREEN...

Yes, you've guessed correctly. The screenshots below are of the 'original Pitfall' hidden within Mayan Adventure. Must be quite chilling for Harry, looking at his father and realising he's made of eight pixels and has no face!





Primal Rage CD



The nearest *Primal Rage* comes to video footage is the smart intro – which is a sequence of still frames.

Streetfighter 2 meets Jurassic Park in the second Jaguar fighting game of the month. So much for our vows of pacifism, then.

If you have a games console of any description, it's hard to avoid the angry mob of one-on-one fighting games which has flooded the market in the last few years. The Jaguar is no exception, boasting the aged *Kasumi Ninja*, *Ultra Vortek* and Atari's latest PlayStation-wannabe, *Fight For Life*.

Mother Urth

Not content with three titles, Atari has also released a CD-ROM conversion of the coin-op fighter *Primal Rage*. It replaces the usual collection of martial arts experts and genetic weirdos with a new element – giant prehistoric beasts.

Civilisation has been destroyed by a global catastrophe and the old gods have return to Earth in the form of vast dinosaurs and mutated apes. Humanity worships these gigantic predators as they begin the battle for supremacy on the New Urth.

Primal Rage offers two single-player modes, plus three for when your mates are handy. Arcade is the simplest: you work your way up the ranks by defeating all the opposition. The solo training mode lets you choose an opponent, enabling you to practice controlling your fighter and perfect your moves.

Like every fighting game, *Primal Rage* benefits enormously from a human adversary. You'll need an extra joypad, but the game improves greatly as you play the standard, tug of war and endurance two-player modes. In the last, your four players take it in turns to fight against a friend's team.

Chop-socky!

Beat-'em-ups tend to have cryptic control systems which strain your mitts, and *Rage* is no exception. The three main buttons produce a range of standard punches, kicks and bites, which can be expanded using the Up and Down controls. Each character has an array of special moves, ranging from spitting fire to cranium-crushing charges and drops. They aren't especially easy to execute, but each character's moves use a similar system. Once you're used to them, games will fly. There are also some moves which aren't described in the manual. You'll discover them as you play...

If you've been indifferent about digital slug-fest games so far, give this a try. *Primal Rage* manages to introduce something sorely lacking in previous efforts – a large helping of fun. The difficulty levels make it easier to get into than most fighting games, although you'll need to play at 10 or above to finish the game. Anything below that doesn't let you play the final battle.

Those of you with small hands may find the controls difficult – my hands are huge, and it still took a while to get used to them. Some people will also find the excessive gore off-putting. These criticisms aside, *Primal Rage* offers fast and very enjoyable sessions of prehistoric pugilism. *stf*

FRANK CHARLTON

Diablo's special moves include this fearsome fiery toe toaster. Coo, pass the marshmallows.

Finish an opponent without being hit and you'll be rewarded with Total Domination points.

Product: Primal Rage CD
Price: £40
Contact: 16/32 Systems
Tel: 01634 710788
Min System: Jaguar with Jaguar CD

VERDICT ● STF VERDICT ● STF VERDIC

HIGHS
- Easy to get into
- Bone-crunching sound and graphics
- Great fun

LOWS
- Awkward controls for smaller hands
- Too gory for some

In short...
A Jaguar game which offers something missing from many others – fun.

89%

GORE BLIMEY

Primal Rage **is a very visceral game and there's a lot of flying blood whenever you score a damaging hit. Most moves result in a few unsavoury splashes, but some of the more spectacular hits can flood the screen with a crimson tide of generous proportions.**

If this kind of thing doesn't appeal, you can switch off the gore at the options screen, but there isn't a 'lock out' or parental control feature, so be careful if you don't want your kids to see enormous washes of the stuff. Still, you knew a fighting game would be violent, didn't you?

Primal Rage contains more gore than most blood banks.

Power Drive Rally

Clouds in a stream? It's either a rubbish reflection or God's set up a rally course.

Time Warner's new Jaguar drive-'em-up is certainly pretty, but does it manage to get out of first gear?

You must admit, it's a bit depressing. There you were, right at the frontline of the next generation, forking out a fortune buying one of the tiny trickle of Jaguars that actually managed to make it on to shop/importers' shelves back in 1994 when everyone was terrifically excited about them (yes, everyone *was* once terrifically excited about the Jaguar). You admired the potential in *Cybermorph*, you flipped over *Terminator 2000*, you looked forward to *Doom* and *Alien vs Predator*. You had 64 bits at your fingertips – hey, that's four times as many as everyone else – and you couldn't wait to see what sense-defying thrills were in store.

Ripple dissolve

Now it's 1996, and despite being comprehensively beaten on to the High Street by several months, the Saturn and Playstation have become all-powerful. Every game seems to break astonishing new technical ground. All your next-generation mates have just spent their Christmas bonuses on a rally driving game so fast, challenging and exciting that the video gamer of just two years ago would have laughed a flat, hollow laugh right in your face if you'd shown him the pictures and said that this would be running on an affordable home system inside 24 months.

Meanwhile, your sad 16-bit chums are playing a different rally driving game, a sluggish, old-fashioned, overhead-view effort that looks about two years older than it really is.

"And what about yourself?" they ask, the disappointment still reflecting off their downtrodden faces. "Got any good rally driving games for your Jag?"

"Hey, look, it's the Goodyear blimp!" you half-heartedly cry, pointing limply out of the window at a bleak and empty sky.

Power Drive Rally, then. It looks lovely, it really does. Gritty dirt and asphalt tracks, leafy country hedgerows and old red telephone boxes.

A slow-moving, stop-start game with a series of featureless courses

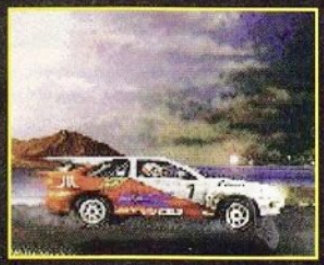
Maybe all isn't lost. But then you drive across a bridge, noting that where you'd normally expect to find a fast-rushing stream or a serene village pond, there seems to be a blue sky strewn with cumulo-nimbus clouds, creating the unnerving sensation that you've died and gone to some kind of rally-driving heaven.

That illusion dissipates quickly as you begin to play a slow-moving, stop-start game involving nothing more exciting than a few laps of a series of featureless courses against single, or even no, opponents. Even though it's a rally, deviating from the road (to cut a corner over a grassy verge, say) results in a crunching dead stop and expensive repairs to your seemingly grass-damaged car. Corners arrive with such little warning that you can play the game almost as effectively just by listening to your co-driver's shouts of "Hairpin left" and so on. You really don't need to look at the screen at all.

There's a kind of honeymoon period in *Power Drive Rally* where you lose on each new track every time you reach one, but having learned its layout get one track further next game. However you soon realise there aren't enough interesting or attractive things in the later courses to justify the considerable effort expended to reach them, and go round your mate's house for another game of *Sega Rally*.*stf*

STUART CAMPBELL

"Don't follow me, mate – I'm lost too."



Thank goodness for that arrow – you would never have noticed that bend coming up without it.

Product: Power Drive Rally
Price: £50
Contact: Time Warner Interactive
Tel: 0171 3914300
Min system: Jaguar

VERDICT ● STF VERDICT ● STF VERDICT ● STF VE

Power Drive Rally

HIGHS

- It's pretty
- It's quite difficult

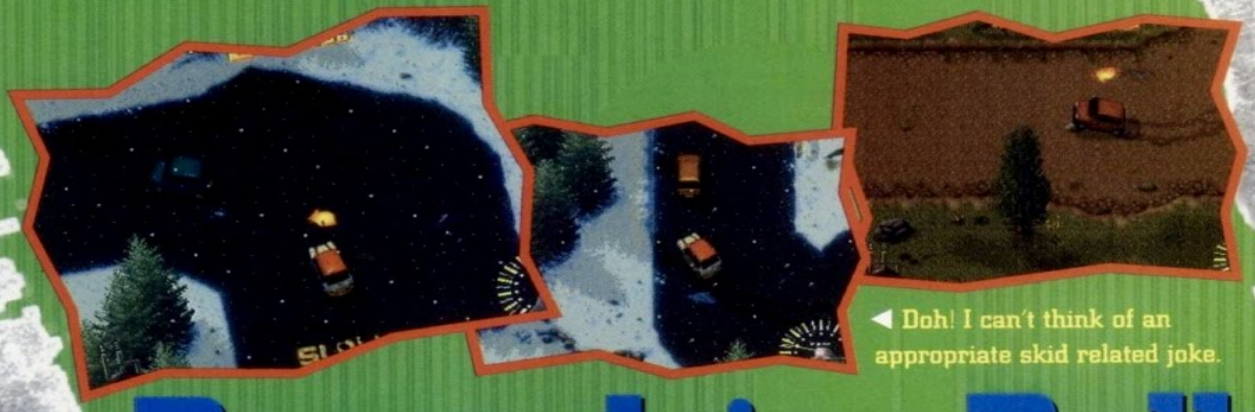
LOWS

- It's slow
- It's shallow
- It's dull

In short...

Oh look, it's not *bad*, but... but anyone want to buy a Jag? I'm saving up.

57%



◀ Doh! I can't think of an appropriate skid related joke.

Powerdrive Rally

In 64-bit shocker

This first appeared on the SNES about a year ago to a less than rapturous reception. It reviewed well, but didn't exactly fly off the shelves – probably because *Micro Machines* stole its thunder.

Eleven months later and it's Time Warner's turn to release a beefed up version on the Jag – complete with six new cars – and it's surprisingly good fun!

Herein lies the problem – we can't put our fingers on exactly why it's so much of a laugh. On paper *Powerdrive* seems more than a bit drab – it's merely a blockier, though more graphically pleasing, slant on *Micro Machines* without the break-neck speed or simultaneous multi-player option. However, crank it up and you'll lose a couple of hours immediately as you come to terms with hand brake-turns, the racing line and the relentless samples. Oh, yes it's sampled right-up! Every couple of seconds you'll hear 'square left, half right, U-turn left,' and that's about it really. Which leads us to our first gripe – it's too easy! Should you really be able to sail through twenty levels on your first go? We think not. The samples give too much away! You could always turn them off, but they're far too comforting. Ahhhhh.

***Powerdrive Rally* is the best game to grace the Jaguar for some time, but that's hardly a recommendation is it? If it contained the same multi-playability as *Micro Machines* we'd have been talking about a late eighties score and this review would sprawl over both of these pages. As it stands, well, look at the verdict below...**

Ultimately

Bianca

71%

- ⊕ Curiously addictive
- ⊖ Sluggish at times

Machine:	Jaguar
Publisher:	Time Warner
Developer:	Rage
Price:	£45
Levels:	48

UK

◀ Take your driving test all over again with the skill levels.

a. Very obscured.

t partial to

eyes

antic, but t of 'em.

nipples??

s the previous down. Cheers!

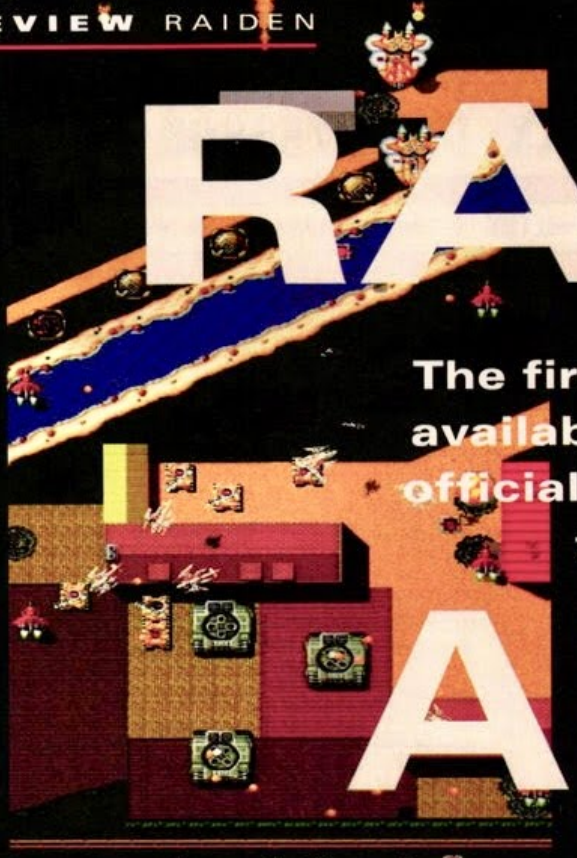
three quarter

Quite a handy one in that you get to see absolutely all of the action.

doesn't

RAIDEN

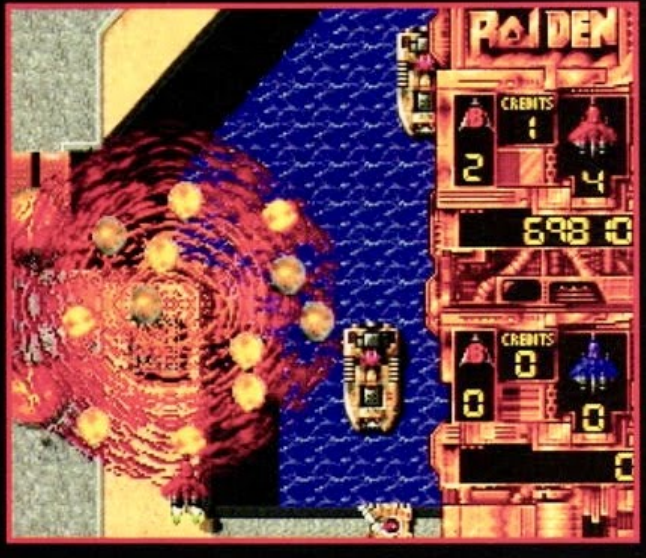
The first wave of Jaguar games are now available on grey import, and soon to be officially released in the UK. *ST FORMAT* takes a look at Atari's new babies



After the excellent *Cybermorph* (*STF* 55, 87%), which is packaged free with the Jaguar, you'd expect the first games that you have to pay for to be even more excellent. Sadly, this isn't the case with either *Raiden* or *Crescent Galaxy*, a review of which you can find on page 54.

Actually, *Raiden* isn't that bad a game. The problem with it lies in its age – it's a conversion of a late '80s coin-op shoot-'em-up. Admittedly, the coin-op was a very good one, and the Jaguar conversion is as near as dammit perfect. But heck, this is an old game, and we're expecting much more from the new arrival from Atari.

What do we have, then? On a basic level, it's a vertically-scrolling shoot-'em-up – very fast, very frenzied, and rather difficult to boot. As a pilot of the Raiden Supersonic Attack Fighter (simply rolls off the tongue), your job is to fly upwards while shooting and bombing everything that moves. Right, that's the plot over with, now let's investigate the game.



● The guns are all very well in *Raiden*, but for some real butt-kicking stuff you need a bomb. This causes a shock wave lasting several seconds, killing lots.

Sixth sense

Raiden is based around eight areas, five of which are on a single planet, while the sixth sends you into deep space to shoot asteroids and spaceships for a while before arriving on a second planet (levels seven and eight). All manner of alien enemies are floating around in strict attack formations, waiting in ambush for your little ship which is capable of so much.

Your basic weapon, like in *Crescent Galaxy*, is a futuristic pea-shooter, capable of destroying nothing more than the

● Imagitec claim that Jaguar *Raiden* is actually better than the coin-op. As far as we can see, it's identical – not better. Tsk.

COLLECT THESE...

BONUSES

Missiles are uncovered by shooting buildings, these bombs can be collected for those handy extra points.

MISSILES

Very powerful weapon to have. Fires automatically, alongside your main weapon. If left uncollected, changes into...

...HOMING MISSILES

Like ordinary missiles, but actually home in on the nearest enemy. Damned useful.

EXTRA PEA-SHOOTERS

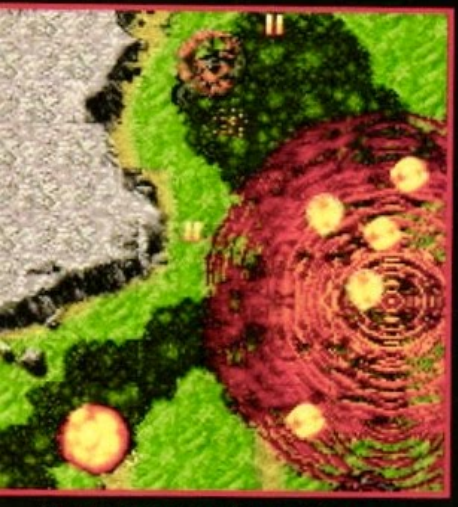
The red squares gives your pea-shooter added power and, later on, a spray effect.

EXTRA LASERS

Blue squares add to your laser power – possibly the most effective weapon.

BOMBS

You only have a quota of three bombs, so it's worth picking these up when you see them.



● Lush, green grass; trees with green leaves; bubbling brooks meandering through it all. Then somebody comes along and nukes it. Honestly, kids of today.

most basic enemy. Arcade tradition says that there must be pickups available in mid-flight which, when touched, never fail to affix themselves perfectly to the front of your ship, so increasing your fire power. Hurrah! These change colour from red to blue, and depending on there colour when you touch it, you get a corresponding weapon. Blue for an extra laser, and red for a more-powerful-pea-shooter. Lasers are definitely the one to get. Oh, and if you pick up a P symbol, you're given the most powerful weapon possible immediately.

For the enemies with more armour, your ship is equipped with three energy bombs. When dropped, these cause havoc in a huge area almost covering the screen. However, three isn't really enough for some levels, so thankfully the odd Bomb pickup is released when you shoot specific targets on the landscape.

The enemies are many and varied, ranging from small, quick semi-kamikaze ships that race down the screen, hoping to crash into you rather than aiming to shoot you down; to large, metallic hulls with firepower to match their size. Each enemy has its own set movement path, so it's possible to learn the attack formations in each level. On-screen everything moves incredibly smoothly, with no let-up in the action – at least, while it lasts.

AVOID THESE...

ROCKET LAUNCHERS

With a small rotating gun turret this enemy fires several rounds at once, in all directions.

RAILWAY TURRETS

If left unchallenged, these machines open up revealing a powerful gun. Shoot on sight.

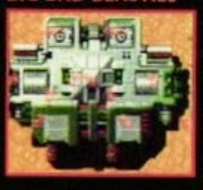
TINY SHIPS

Avoid these like the plague – they move very very quickly, and don't mind giving up their lives in return for your death.

LARGE FIGHTERS

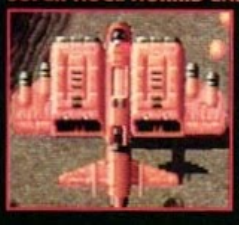
Taking many hits to kill, these fighters are loaded up to the eyeballs with bullets – concentrate on killing them first.

BIG BAD BEASTIES



Metallic aliens like him abound, with lots of small compartments containing guns.

SUPER-HUGE HORRID ENEMY BLIGHTERS



On the later levels, watch out for these things creeping up on you. They kill you on contact, fire lots of bullets, and move up and down the screen.

GUN TURRETS

Although they only fire in a single direction, gun turrets have good accuracy, so don't hang around – shoot them.

TANK

Again shooting in one direction, tanks have the added capability of movement, albeit slowly.

● *Raiden* – the coin-op was based on another vertically-scrolling shooter which appeared some years before. That game? *Xevious*.

● *Raiden*'s desert scenes are very good-looking. The sand texture is just right, and the odd dinosaur skeleton adds to the effect.

"A vertically-scrolling shoot-'em-up – very fast, very frenzied, and rather difficult to boot"

Infinitely hard

And here, we've hit upon *Raiden*'s major problem. The game itself is not bad, but there's just not enough of it. Having finished all eight levels within a few hours of beginning play, it could be considered that the game is a little too short. Either that or there are too many continues (a choice of three, five or eight, presumably to give different levels of difficulty), but even so it's relatively easy to finish all the levels.

When the eight levels are over the game repeats itself, but becomes more difficult than the first time. Apparently there is no limit to the number of difficulty levels, but there is a limit to the tedium of going where you've been before. What we need is more levels, not

● Vast gunboats like this make up the end-of-level baddies. Huge, metal tanks with guns sticking out everywhere. Gosh.

• It's amazing what you find on these distant planets. Take this, a kind of extra-terrestrial Acropolis (albeit in concrete), which plays havoc with your eyes.

• Right: aftermath of war. Below: *Raiden* right in the thick of things.

• Grab a P icon to increase your weapon to full power.

the same ones over again. Just another four would have done – some incredibly difficult stages to really test your mettle.

You see, arcade coin-ops have a difficulty which is weighted to rake in the most money. The games normally begin hard, then get harder – and the only way to continue is to stick another fifty pence piece in. *Raiden* is typical of this type of game, and this conversion is so accurate that you almost feel like putting money into a slot just below the Jaguar. To work correctly in the home, the difficulty level should have been turned down slightly, and fewer continues made available.

True to the coin-op (again), *Raiden* offers you a two-player simultaneous mode, which really adds to the gameplay. You need an extra controller, obviously, but there's no slowdown in the game's movement, and the action gets suitably harder and faster to cope with the extra fire power. You control two separate ships each with its own weapon, but line the two ships up vertically, and the top ship amplifies the lower ship's fire, giving a special super-weapon.

Complex parallax scrolling?

If you're new to shoot-'em-ups, it's possible you may be frustrated by the difficulty of *Raiden*. However, if you're reasonably proficient you'll relish the challenge of finishing the eight levels, then maybe have a go at the second wave of eight, and then get bored with it very quickly. So, just which type of gamer is *Raiden* aimed at?

Raiden surely uses just a small amount of the Jaguar's power. It requires only one level of parallax scrolling (defying the box blurb's claim of "complex parallax scrolling,") and the palettes are pitifully small in comparison with Jaguar's capability. There are loads of sprites moving on the screen at once, though, with no noticeable slowdown, so as we said the game is arcade-perfect. The one curiosity is, as with the arcade game, the side panel is huge, covering over a third of the screen. Sometimes ships appear on the screen, but they're hidden behind the panel so they can easily ambush you from three o'clock, so to speak. Why isn't it smaller?

"There are loads of sprites moving on the screen at once and with no noticeable slowdown, the game is arcade perfect"

This Jaguar conversion is certainly many times better than the versions of *Raiden* for Sega and Nintendo's 16-bit consoles, so perhaps we should be singing the praises of Atari for giving us such a good conversion. Then again, we're expecting conversions of some of the later coin-ops as well, which would push Jaguar's features – take, for example, *Tempest 2000* which adds in stacks of features to an ageing coin-op, bringing it up to date.

Raiden is an interesting taster for what's to come, a good blast which keeps your interest for a couple of days. By then you may want to move on to something else, so let's hope the next offerings from Jaguar's stable are better.

ANDY NUTTALL

• *Raiden 2*, *Raiden*'s sequel, is soon out on the SNES. Imagitec reckon there is to be a Jag version, but are they going to do it?

• Regardless of the height of the enemy, your fire magically hits them (well, when you aim correctly, anyway). So, forget the shadows – shoot straight between the eyes.

• As you can see, some of the planetary graphics are very realistic. The background graphics range from the stunning to the mediocre – sadly, there's more of the latter.

RAIDEN

£59.99 ■ Atari Import

GRAPHICS
Arcade-perfect, but Jaguar will see better.

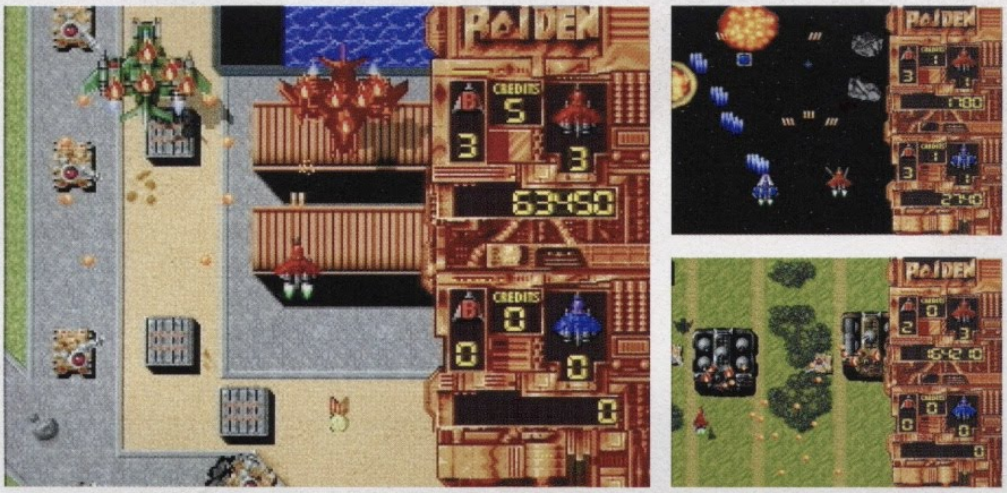
SOUND
Boppy coin-op-style tunes, if a little dated.

CAPABILITY
Hopefully the Jag's capable of much better.

GAMEPLAY
Exciting and fast (for a short while).

STF RATING 70%

Raiden



There's not really very much to say about *Raiden*: Imagitec have made the best of a bad job. The one highlight – for twin joypad-owning gamers – is the co-operative two-player mode (top right) which is fun

Format:	Jaguar
Publisher:	Atari
Developer:	Imagitec Design
Price:	£50 (import)
Size:	16Mbit
Release:	Out now (US)

In a move typical of the company, Atari have taken one big step forward with the 64bit Jaguar hardware – and two steps back in their choice of software. Following in the crusty footprints of the abominable *Crescent Galaxy*, *Raiden* does absolutely nothing for the Jaguar cause.

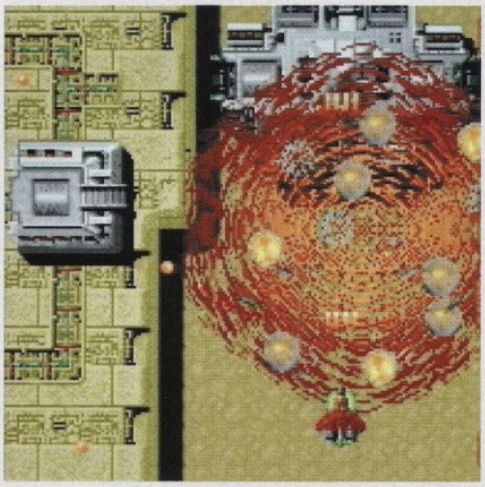
Based on a four-year-old arcade game, Raiden is an *adequate* vertical scrolling shoot 'em up. It's very busy – unfairly so at times – but apart from a reasonable smartbomb effect and some obligatory (if sparse) parallax scrolling, there's nothing here that hasn't been done – in one way or another – on lesser machines. The graphics are two-dimensional and many a Commodore 64 owner would sneer at the supposed 'CD quality' music.

So it's probably arcade perfect... so what? The original was far from state-of-the-art when it was released, and the move from coin-op to console has done it no real favours. Coin-ops are profit centres designed for a quick turnover. As such, *Raiden* is a tough game; but rather than add difficulty levels, you can choose from three, five or eight credits – the latter giving a total of 40 lives! Reaching the last level – if not finishing the entire game – can easily be achieved on the first day.

Once your ship is heavily tooled-up, the action is quite enjoyable – but that enjoyment is shortlived. With frustrating inevitability, it's only moments before a stray bullet or particularly devious enemy robs you of all your hard-won hardware.

With such poor game structure and lack of finesse, Atari would have been better getting Imagitec to write an original shoot 'em up, rather than spending money on such a non-eventful licence. It's not that *Raiden* is a bad game; just the *wrong* game.

With titles like *Aliens Vs Predator*, *Mortal Kombat* and *Doom* on the way, Jaguar owners would be well advised to grit their teeth and be patient just a while longer.



***Raiden*'s trademark is this smartbomb explosion. Still not overly impressive for the Jaguar, though**

Edge rating: **Five/10**

Bosses

Bosses require multiple hits and copious smartbombing to destroy them. Successive hits gradually chip away at their armour (top to bottom)

RAIDEN

■ JAGUAR
■ SHOOT-'EM-UP
■ £63.00 ■ OUT NOW
■ MEGA DRIVE SNES VERSIONS AVAILABLE (NO LONGER PRODUCED)
■ NO OTHER VERSIONS PLANNED

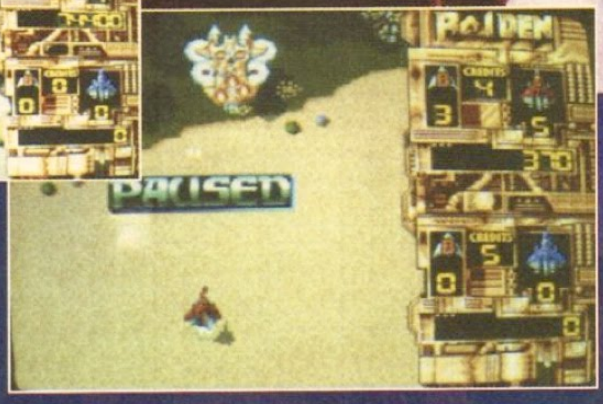
IS A YEAR'S-OLD SHOOT-'EM-UP REALLY THE PRODUCT TO SELL THE JAGUAR INTO A THRILLS-HUNGRY GAMING PUBLIC?

The thing with new machines is that, the very second they become available (usually a few months before, in fact), everyone expects them to be chock-full of the most amazing games ever seen. A bit of a tall order for any programmer, considering they'll not have had the development kit for very long. That said, there's nothing wrong with trying out new things – after all, if a system is more powerful than those which have gone before it, then surely it can do things which the others can't.

Which makes you wonder, quite frankly, why Atari decided to release, as one of the showpiece titles for their 64-bit wonder-system, a conversion of a four year-old vertically scrolling shoot-'em-up, the likes of which have been around since the days of the Spectrum and C64. Originally released into the arcades by Fabtek, Raiden is a 100% accurate conversion of the coin-op. Trouble is, who gives a toss?

▲ Those planes look like they're darting around erratically, but they actually stick to a precise pattern all the way through.

There's a big boss baddy at the end of each stage. They take a huge amount of shots to kill. ▼



▲ Shoot one of these drop-ships and it'll release a weapons pod. Pick up that pod and, cor blimey, you'll be gifted with a more powerful piece of blasting kit.

COMING SOON

JAGUAR

Don't be disenchanted because Raiden's a waste of your time and money, because there are plenty of – hopefully – decent titles in production for the Jaguar. Alien Vs Predator is looking excellent, as is Tempest 2000, both of which we'll reviewing soon.

▲ Shoot at certain buildings and one of these gold medals is uncovered. They're a bit useless though, giving nothing but a few measly points.

▲ The ground-based tanks may look a bit wimpy, but their shells will destroy you with one hit. Shoot them once to blow up the turret and again to destroy them completely.

■ JAGUAR

An excellent conversion, but who decided to convert a four year-old shoot-'em-up for a pushing-back-the-barriers games machine? You could buy a Supergun, which runs arcade PCBs for £100, and the JAMMA board for £20, as opposed to £263 for the Jaguar and this cart, and get the same game. Whoever decided to release this needs their head looking at.

■ *PAUL RAND*

■ GRAPHICS	63
■ SOUND	60
■ PLAYABILITY	66
■ VALUE	27

OVERALL ■

44

● GAME BY **IMAGITEC** ● CONTACT ATARI (0753 533344) FOR INFORMATION

Raiden

A classic arcade blaster makes its 64-bit debut on Atari's Jaguar. Saddle up in your space-craft, blast wave after wave of alien nastiness, save the world and be back home in time for tea and cakes

Four out of the six official Jaguar releases that STA received this month were shoot-'em-ups – a worrying trend and one which, hopefully, will not last. I saw Imagitec's Raiden a long, long time ago at one of the European Computer Trade Shows, not on Atari's Jaguar, but on one of the other consoles whose name I've completely forgotten.

The game, it has to be said, looked rather good. It had the image of an old classic arcade blaster and that appealed to me in a big way. Surprisingly enough, I found out later that it actually is a classic arcade blaster!

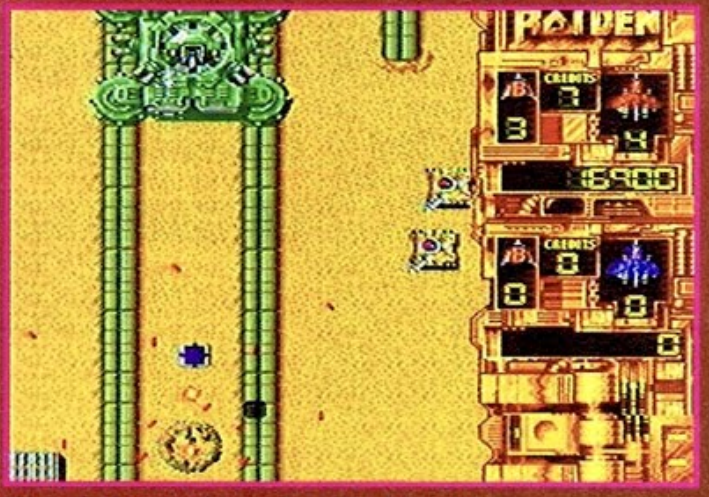
Raiden has now decided to put in an appearance on the Jaguar and it's my duty to cast a pair of reviewing eyes over it.

The story behind the shoot-'em-up is just about as bog-standard as you can get. Mother Earth has fallen under siege from militant aliens and just because you happen to be a pilot of the Raiden Supersonic Attack Fighter, it's up to you to save the planet. Not very interesting, but there you go.

The start of your quest to save the world and already there is a power-up in sight, but watch out for those tanks

The 64-bit Jaguar machine uses the latest up-to-date technology to give its software some of the best graphics and sound the gaming world has ever seen, so could someone please tell me why Raiden is so god-damn average and uninteresting? You will never meet a more bog-standard shoot-'em-up in your whole life.

I know what software is in store for the Jaguar and games like Alien Vs Predator and Chequered Flag 2 are going to be really exciting and will, hopefully, set the gaming world alight. So why Atari have allowed Raiden to sit on a shop shelf is beyond me! The actual game is not too bad and if I saw it on something like the Amiga then I would probably like it a lot, but this is on a piece of hardware four times more powerful than Commodore's 16-bit machine and I expected a hell of a lot more from Raiden.



This is what happens when you die and it's all because I was too greedy and went for that power-up

It's always a good idea to use your smart-bombs. Remember don't get even, get angry

An end-of-level guardian which looks like a floating tank. It's got big guns, it's very scary and I guarantee you will lose loads of lives trying to kill it

The graphics are basic, to say the very least, and for some bizarre reason the score-panel is almost as big as the actual playing area. What a waste! There are some nice touches though, especially some of the parallax effects, it's just a shame there aren't a few more of them.

Raiden can be played on your own or with a friend, but whichever option you choose I guarantee that you will find it extremely tough. You can enhance your spacecraft's weapons by picking up power-ups, but if get hit you lose the enhancement.

If you've picked up two or more power-ups and you get hit, you instantly lose one while the others fly around the screen. Try to regain them and you always seem to bump into another ship or get blasted to death.

The sound isn't too bad, but compared to the tunes found in Tempest 2000, Raiden just doesn't compete. The sound effects are bog-standard arcade noises and nothing more

Apart from the difficulty level being set too high, Raiden plays rather well. Controlling your space-craft via the joy-pad is very easy, probably because there aren't as many buttons to press unlike Trevor McFur in the Crescent Galaxy (reviewed this issue).

Raiden is just so uninteresting that there isn't that much more about the game I can or want to tell you! I hope that people don't get the wrong idea about the Jaguar due to Raiden's inadequate performance.

Like I said before, Raiden wouldn't be a bad game on any other lower-grade system, but this is the Jaguar, currently the world's most powerful console and its games should be blowing peoples' minds.

If this was the late 80s people would probably buy Raiden in their droves and I could excuse it. This is the 90s though and games are bigger, better, sexier and more popular than ever before and a game that looks ten years old is not what gamesplayers are looking for. Jaguar owners should class Raiden as a mistake and look for another piece of software that's actually worth buying.

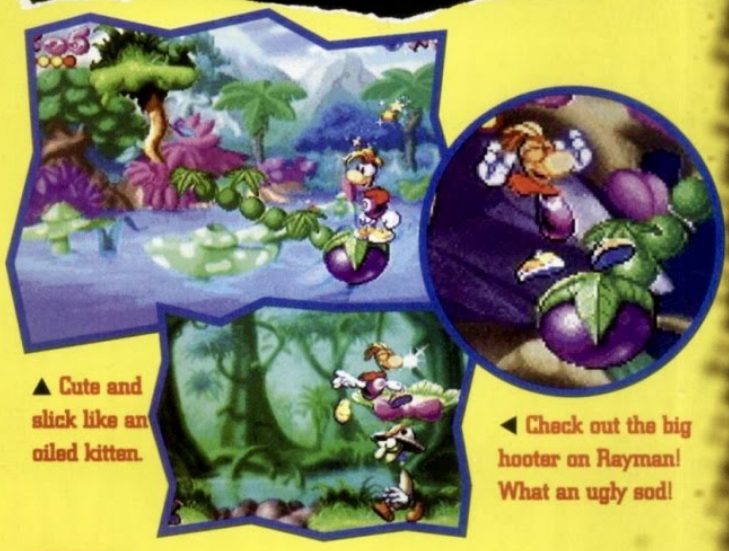
Jonathan Maddock

VISION	★★★★★★★★★★
AUDIO	★★★★★★★★★★
DIFFICULTY	★★★★★★★★★★
LASTABILITY	★★★★★★★★★★

40%

Raiden would delight gamesplayers with its graphics, sound and playability if this was 1987, but unfortunately it's 1994 and people expect a lot more. If I wanted a piece of classic nostalgia I would've dug my Spectrum and its games out from the loft.

Publisher ➤ Atari
Developer ➤ Imagitec
Price ➤ $39.99



▲ Cute and slick like an oiled kitten.

◀ Check out the big hooter on Rayman! What an ugly sod!

Rayman spills onto the Jag

Check out last month's reviews and you'll see bonkers mad animation hitting the PlayStation, now Jag owners can share some of Ubi Soft's gorgeous-looking platforming mayhem as *Rayman* debuts on the Jaguar.

Packed with 70 levels and bonus stages a-plenty, this game looks super-dooper on any format. The Jag is a lesser machine than the PlayStation, as we already know, but still does justice to the colourful scenery of *Rayman*.

Again, the main problem is that this is a two-dimensional platformer with gameplay as old as the hills trying to survive in the Next Gen. Also we have to do without the sexy PlayStation CD quality sound, which is a bit of a bummer. It's simply not good enough.

This is still a pretty good traditional platformer and a must for all Jag owners.

Ultimately

Goygeous

80%

- Great graphics
- Too many leaps of faith

Machine: Jaguar
Publisher: Ubi Soft
Developer: In-house
Price: TBC
Players: 1

UK

▶ The beanstalk cuddling level. Odd!

◀ This is the Ruiner table – well a bit of it anyway – and it's not very good.

▼ The Defcon 5 table is laughably dull. Look at those nasty graphics. Yuk!

Will Ruiner ruin you or will you ruin Ruiner?

Phwaar Next Gen pinball, eh? After last month's stunning looking preview of *Tilt* on the PlayStation and Saturn surely the 64-bit Jaguar is going to produce the near definitive Next Gen pinball sim. Well, no actually – unless you count this painfully slow and dreary cartoon effort.

You can't go that wrong with pinball, can you? Surely you just have to construct a vaguely intelligent table, make the ball run fluidly and ensure that the controls are responsive. Easy. Obviously not. *Ruiner* takes a trip back to 16-bit land with its flat overhead scrolling tables and Saturday morning cartoon graphics. Realism has been shed in favour of cliche upon cliche. Yep, you've guessed it, another gem to add to the Jaguar's sparkling back catalogue.

Ruiner has a vague plot to each of its two (that's TWO!) tables so crude that Roy Chubby Brown would wince. *Ruiner* has an intro sequence so embarrassing that you'd get more pleasure watching your Dad appear on *Blind Date*. *Ruiner* has sound effects so similar to the painting section on *Rainbow* that you'd almost certainly rather go choosing curtains with an elderly auntie who remembers when you were 'this' tall. *Ruiner* is as responsive as a kitten stuck under a heavy wardrobe. *Ruiner* is as well animated as a flicker-book made up of completely unrelated pictures. *Ruiner* is not even not very good pinball. It's a travesty – a Dave Lee Travesty that feels as old, bloated and lifeless as the hairy cornflakes beard. Yes it really is that dull.

A nice idea flawed in almost every department and it hasn't even got the courtesy to boast more than two tables. Hang your head in shame *Ruiner* as we hereby ruin you!

▶ Bright blue busty lady! It's a dream come true!

▶ Cor, look at the quality of that ball. Power! It's taken every ounce of the Jaguar's 64-bits to render such a realistic object.

Ultimately

8-bit

23%

- You'll raise a smile
- Stinks the house out

Machine	Jaguar
Publisher	Atari
Developer	High Voltage
Price	£45
Tables	2

UK

Skyh

▲ You must find and recover a case from zone 11. Right you are then.

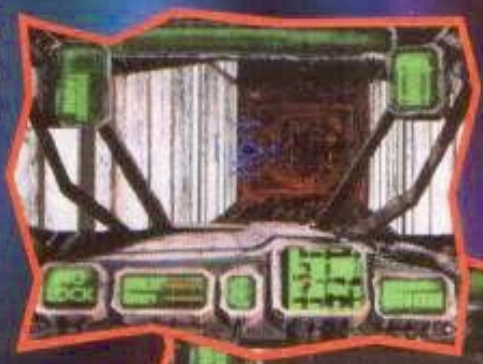
▲ The box is where you are now, the white bit is zone 11. It's simple.

▲ Tum-te-tum. Nice and quiet around here. This is going to be easy.

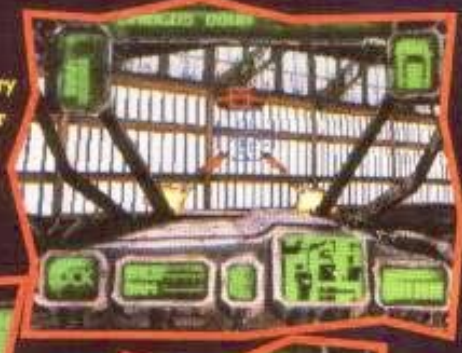
▲ Whoa, spoke too soon. He shouldn't present too much of a problem though.

▲ And there's the case – safe and sound. Just drive over it to pick it up.

Mission on



▲ That red thing is a docking station where you can soup-up your shipy thing.



► Scary flying saucer directly ahead Cap'n!

First of all can we just say hello to all you Jag owners. 'Hello'. We haven't spoken to one another since that *Defender 2000* review last month have we? How've you been? We so rarely get the chance to speak these days...

So, let's all gather round, hold hands and see what treat Atari has in store for us this month, shall we? Right here goes then. Well, it's a game alright. It's a shoot-em-up/flight/strategy game, if you will. Lets pop it into our Jag and see what happens. Well, it works. Everything seems okay. Let's have a quick go. Hmm, hmm, tum-te-tum. Oh, this is okay actually. Yes. It's okay. No, really. Hang on. No, *really*. This is ACTUALLY QUITE GOOD! Shock, horror, mayhem!

Okay, okay, calm down you lot. Stop your jumping about getting over-excited. Just sit quietly while we tell you all about it...

Skyhammer is a 3D flight game. Not aeroplanes mind you. No. You fly a Skyhammer, a heavily armoured and outrageously armed space ship thing in which you travel the city carrying out missions (usually of the 'go there, blow that up' or 'go there, collect that' variety) and getting paid for your troubles. Complete all the missions in one city and progress onto its trickier successor. Money earned can be spent at docking stations

BITS

Rebellion. *Skyhammer*'s developers (incidentally, we featured exclusive shots of this way back in issue one), were the chaps responsible for *Alien Vs. Predator*. This whopping Jaguar hit was, in no small part, responsible for the shifting of many of Mr. Atari's toilet-shaped boxes. It is fitting, therefore, that they should return with its best game in ages.

◀ If you're rubbish, the pictured scenario could present itself.

▼ Things to shoot must be shot at all times. Erm, okay?

▲ Here's where you repair your shields and fromage, sorry, damage.

▶ The rooftops are littered with anti-aircraft guns. That's nice.

Skyhammer

dotted around the city, where you can buy more weapons and ship enhancements, top up your fuel and shields and save your game.

To play, *Skyhammer* feels a lot like the PC and imminent PlayStation hit *Descent*. Each of the three cities are huge and you're free to wander them in all three dimensions. It's a shame that all this fabulous freedom can also cause great confusion. For in the midst of a dog-fight it's very easy to forget which way is up, where you're going, or indeed, where you are. A problem not helped by the fact that the view through your cockpit window is a bit like peering through a letterbox, your instrumentation eating up half of the valuable screen space, and unfortunately one futuristic cyber-street tends to look much the same as any other. A good sense of direction is a *Skyhammer* prerequisite.

There's a little scanner-come-map thing to guide you on your way, but its 2D nature falls one dimension short of the required three. We can see the position of the city streets around us and the location of the enemy ships, but the height at which said ships are approaching remains a mystery. Let's say you see a target about to round the corner directly ahead of you. You stop and ready your trigger finger, watching him get closer and closer. Your scanner indicates he's right in front of you, yet he's nowhere to be seen. Suddenly you're hit by a barrage of missiles and pull up to see him directly above you. Wheeling your ship about looking high and low in the direction of an incoming ship ensures that you spot him before he gets a bead on you, but that's not really on is it? If only that windscreen was a bit bigger you could see a bit more (and it wouldn't be so bad), but this would no doubt compromise *Skyhammer*'s surprisingly decent speed.

Skyhammer is without doubt the best thing the Jag has seen in a long while. What lets it down is the sameyness of the streets and enemies. One feels that there just wasn't the space in the Jag cartridge to squeeze in a bit more variety, which is a shame. Whilst it's not *Descent*, which it so obviously wants to be, *Skyhammer* is, that most rare of things, a decent Jag game. Nice one.

Ultimately

Surprising

82%

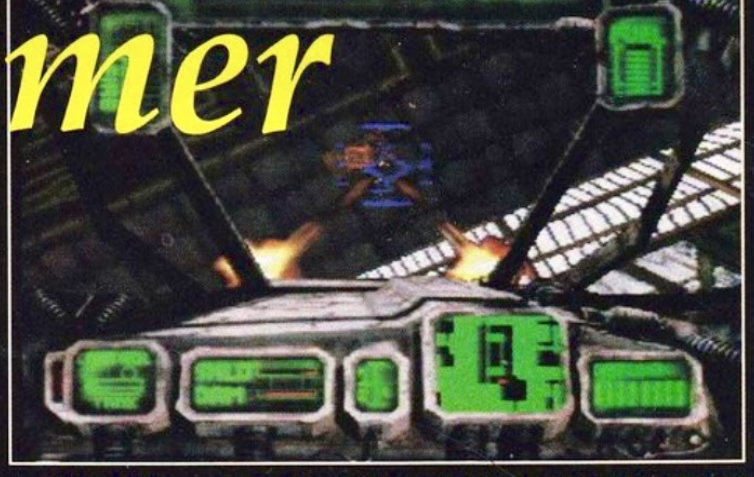
- A good jag game
- Repetitive graphics

Machine: Jaguar
Publisher: Atari
Developer: Rebellion
Price: £TBC
Cities: 3

UK

Skyhammer

The future: hostile tanks roam the streets and office blocks sport laser cannons, but there's no more Dale Winton. And no supermarkets.



Gravity isn't a concern and you don't have to be too careful – just fly and fire.

There is no more government. The Earth's cities are carved into sections controlled by corporations, which are all warring with each other. As a skyhammer pilot, you're in the business of taking missions from anyone willing to pay, screaming your craft through hostile streets in search of lost items, hostages or specific unfriendly craft and doing whatever it takes to complete the brief and collect your cash.

The skyhammer is a fast, powerful and heavily upgradable aircraft. It's only just capable of navigating street corners and roof tops and is supported by building-mounted fuelling depots and occasional shield bonuses. You control the craft as you would an aeroplane, using climb, dive and banking controls in conjunction with rear thrust to do your stuff. Large quantities of cash buy more powerful engines, giving you reverse and enabling you to strafe in four directions. Similarly, the weapon systems become more advanced as you throw more cash at your aircraft.

Blam

Ah yes, the weapons. Gravity isn't a concern – you won't plummet if you stop in mid air – so games tend to be fast paced and destruction laden. Your craft is equipped with a machine gun, bombs and mini, homing and smart missiles, all linked to an intelligent targeting system that identifies friend or foe. You can fly straight towards something, fire a missile at the last possible moment, zip through the resultant cloud of debris, dip over the edge of a building to give an unsuspecting plane a spray of machine-gun fire and then follow it as it spins uncontrollably towards the ground. This is fun!

Gravity isn't a concern, so games are fast paced and destruction laden

And that's the point: there aren't any pre-defined courses, so you can (and may have to) fly across rooftops, at street level, vertically and even upside-down. Each route is sufficently packed with guns and enemies that any approach will produce plenty of pyrotechnics.

There are plenty of opportunities to wreak mayhem.

It's here that a few problems begin to creep in. Although the game has a degree of overall strategy, because you have to find routes into some heavily protected strongholds, using the scanner to avoid ground tanks, guns and what-have-you, slowing down isn't a good idea. Apparently Atari stipulated that if you hang around on a rooftop, you get unfair amounts of grief from the artillery up there, forcing you to move on. If you slow down in the streets, you get a plane holding an obscure angle, firing at you until you manage to find it and kill it. It's possible to tell, from the lighting in your cockpit, where the damage is coming from, but it's all too easy to spend a long time tracking it down.

Flick to the scanner screen to receive a full mission briefing.

Surgeon's hands

The other problem is the precision required to fly the craft. Though buildings don't do any harm when you hit them, it's impossible to scrape them without stopping dead. On a rooftop, this means you're suddenly sitting there, right in front of the big enemy guns, until your gradual acceleration finally kicks in. On other occasions, you'll have to stop – the power-ups and other collectibles are small enough to be missed several times. You must fly straight through these tiny objects to pick them up.

The red box indicates that your missiles are targeted.

The game's explosions are all fairly pleasing.

Take that, you

That said, *Skyhammer* is a lot of fun. It may not be the most sophisticated flight sim, but it's not supposed to be. It's a chance to hoolie around a pretty but well-defined *Bladerunner*-style city firing big guns. Top. *stf*

SIMON FORRESTER

Product: Skyhammer
Price: TBA
Contact: JTS Atari
Tel: 01753 533344
Min system: Jaguar

STF VERDICT ● STF VERDICT ● STF VERDICT

Skyhammer

HIGHS
- Cool graphics
- Fun destruction

LOWS
- Annoyingly picky at times

In short...
A deep game with loads of missions over three cities. Fun, but not quite flawless.

85%

Burn Out

Format:	Jaguar
Publisher:	Atari
Developer:	Virtual Xperience
Price:	£50
Release:	July

Top to bottom: the tracks undulate convincingly; some roadside objects, like these grey buildings, are made up of extremely basic polygons; your headlamp switches on for the night-time tracks, although to little practical effect

Close action with other bikes is rare – number of opponents has been sacrificed for track speed

With only one rival – your opposite number – racing in head-to-head mode is only mild fun

Following the disastrous performances of polygon racing games *Club Drive* and *Chequered Flag*, it comes as little surprise that the latest Jaguar racer, *Burn Out*, has adopted traditional scaled sprites to portray its motorcycle action.

The chief advantage of this is speed. With the throttle opened up to max, *Burn Out* fairly screams along, with a smoothness that at least matches the standard set by Sega's sprite-based coin-ops. However, the objects it's shifting are less impressive: the bikes are ill-proportioned, the track layouts are clinical, and the game has a generally crude appearance throughout. The result is that *Burn Out* – like several of its Jaguar peers – looks almost like a 16bit game in places.

Sadly, it fails to match the playability of many 16bit racers. Control is refreshingly responsive, but only seven other bikes compete in oneplayer mode, making for little excitement, and there are none at all with two players. Compared to the aged SNES game *Top Gear*, which created a real competitive environment by swamping the track with vehicles, it's a diluted racing experience.

Technically, *Burn Out* shows what the Jaguar can do. If Virtual Xperience can get some gameplay into its next release, it could become a name to watch.

Edge rating: **Four** out of **ten**

◀ Take the corner too late or don't use your brakes, and you crash.

▶ A motorcycle rider. Perhaps the loneliest job in the world. Apart from being a computer journo. Or a cleaner.

Super Burn Out

Another Jag game to Crash and Burn...?

Imitation is the sincerest form of being a copying git. *Super Burn Out*, then, is extremely sincere. Look at the screenshots. Seem familiar, do they? Remember *Super Hang On*? Hmmm? Now imagine it on what is supposed to be a [sigh] "Next Generation" machine. Wouldn't be all that impressive, would it? Say "No, Ultimate". Good. Bear this in mind as you move through the next hundred words...

Choose from one of six bikes, and race through one of eight courses in one of four modes. And apart from the rather superficial two-player split-screen mode, that's as much as you're going to get from this one.

Although the bikes do handle pretty well and the game is easy enough to pick up and play, the gameplay does suffer from a few very noticeable flaws. Crash once or use your brakes too often and you'll be playing catch-up until the next extra lives, make them close off and start again. Your opponents would seem to be infallible. Sorry, Atari, we like you lots, but unless your software pulls itself out of 16-bit territory and uses that technology in the Jag, your going to have a helluva fight come Christmas.

Ultimately

Uninspiring

31%

- Well, okayish looking...
- ... but nowhere near Next Gen

Machine:	Jaguar
Publisher:	Atari
Developer:	In-house
Price:	£45
Motorised Cycles:	6

UK

JAGUAR

RACING

ATARI

£44.99

OUT NOW

1 PLAYER

NO OTHER VERSIONS PLANNED

NO OTHER VERSION AVAILABLE

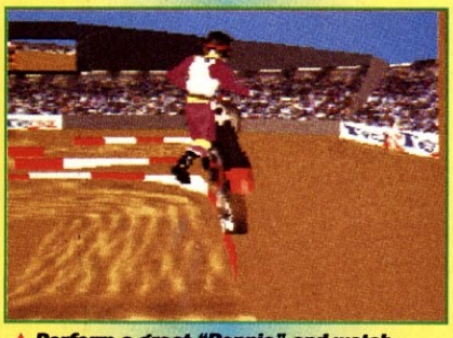
SUPER CROSS

The Jaguar has a severe deficiency of racing games. So this motorbike-scrambling type game has been eagerly awaited.

We look forward to each month's regular Jaguar instalment with great anticipation, in case we eventually get something as fantastic as *Tempest 2000*. Sadly, our anticipation has recently turned from looking forward to good games, to looking forward to getting a good laugh! Last month's top game in this department was *Attack of the Mutant Penguins*, which had tears of laughter streaming into our pizzas one night. This month's game – *Supercross* – beats that hands down.

As suggested by the title, the idea of the game is to drive a motorbike very fast around in the mud, beating the other seven opponents to the finish line. As well as just racing around the dirt tracks and jumping off the ramps, it's possible to perform tricks in the air. There are 13 different tracks, distributed around the USA where tournaments which can be competed in a selection of American states, as well as the usual practice modes. The 3D texture-mapped graphics feature digitised characters, and a big TV screen above the crowd showing live pictures of the action. But how good is it to play?

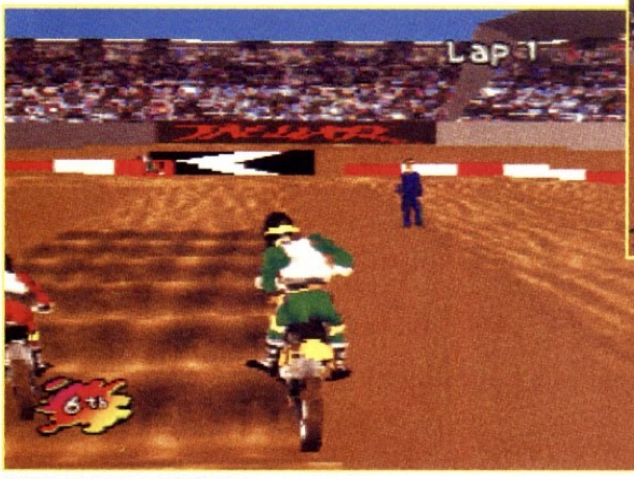
▲ *This trick is known as the "Rich Leadbetter". Brilliant, isn't it?*



▲ *Perform a great "Ronnie" and watch yourself on the giant TV screen at the back.*

AMAZING STUNTS!!

One of the better features in *Supercross* is how the riders are able to pull off stunts when in the air. With a simple press of the trick button, one of a few different stunts is performed, such as one-handed jumps and other exciting moves – like the one that Paul calls a "Ronnie", where the back foot is poked out to the side for a single animation-frame's duration.



▲ *If only you could hear the sound at this point.*

VERDICT

JAGUAR

Anyone who's played the awful 32X *Motocross* game will agree that it really is so bad that it could put anyone off the sport for life. *Supercross* is something else. The graphics feature possibly the worst 3D effect ever, with a frame update of about one frame per second, and awful animation on the stupid-looking drivers. The sound is worthy of a mention, not only because of the pitiful Spectrum-quality music but also because of the painfully bad engine noise. The best bit is when you ride over the small humps and the engine sounds like a rabid pit-bull terrier trying to choke up a cat. Despite there being 13 tracks, the variety between them only goes so far as two shades of brown mud. These problems could be forgiven if the game played reasonably well. Except it doesn't. If fact, it's probably the worst game I've ever played, with more 'bugs' than Tom G's flat. For example, if you run slightly off the texture-mapped part of the track the bike flips over and crashes in a badly-drawn heap. You can even pause the title screen, for goodness' sake! The presentation sucks, as the sadly named "Pro, Rad and Tuff" difficulty settings shows. Plus the badly-timed replays add to the mess (finish a race and get a replay of the bike slowing down after crossing the line!). I'm afraid that even though the game had us weeping with laughter, it's just not enough of a reason to even think about buying or even bothering to play this mouldy pile of dribbly crap.

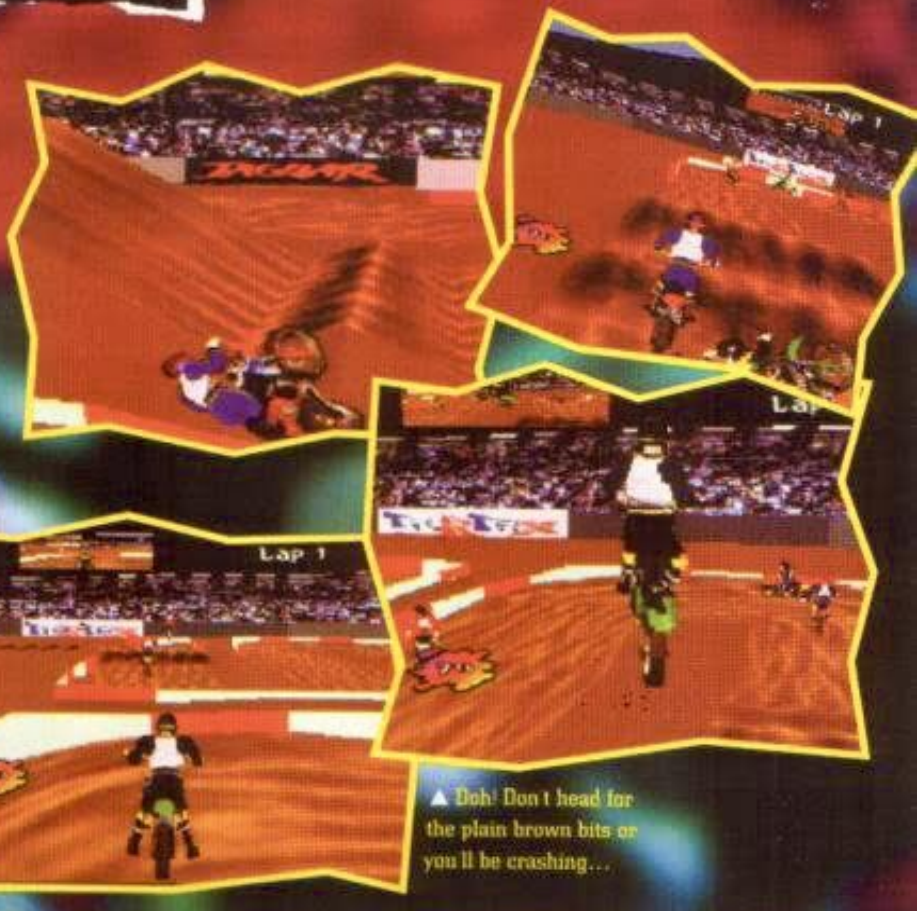
ED LOMAS

SCORES

GRAPHICS	21
ANIMATION	9
MUSIC	11
SOUND EFFECTS	9
GAMEPLAY	18
VALUE	6
OVERALL	17

Tweaky bits

At least the game allows you to tailor your bike to the track. You can alter the front and rear tyres (either soft, medium or hard rubber), the suspension and the gears. So, get out and practise, learn the course and set the bike up how you prefer. It does help.



▲ Doh! Don't head for the plain brown bits or you'll be crashing...

Super

(and that's w

There are those people out there who undoubtedly feel we must have something against Atari's Jaguar. We don't. We give credit where credit's due, and it does have some top titles nestling in its software vault. *Iron Soldier* is certainly a quality shoot-and-stomp-em-up. We said at the time, that the Jaguar had the best version of *Doom*. And we all think *Tempest 2000* is bloody great. It's just that of late, there have been some God-awful releases from the house of Atari. It's not our fault that they have been getting some pretty dire marks. What do you expect? Aah, and here's *Super X* (or *Super 'Cross'*) offering itself up for review...

The game has you taking part in moto-cross races across North America. You get to select where you want to race during the single Practice and Race options, while Tournament has you moving to each venue in turn. You choose your racer (adding name, country and team details), then move to the tuning-up selection screen. Here you can tailor the bike to the venue (soft, medium or hard surface), by altering the tyres, suspension, gears etc. And it's straight off to the join the rest at the starting line.

Irritatingly, the other riders nearly always get off to a flying start, thanks to the way your starting barrier 'sticks' (unless you time it *just* right). But once your wheels begin to turn, you'll immediately notice the major failing in the game. The bloody frame-rate. Or lack of it. A racing game needs an engine that's fast, it needs an engine that's smooth – it does not need an engine that causes the action to jerk all over the gaff. It's just not a real pleasure to sit through. So there!

Then we come to the gameplay itself. You have control over the rider using the A, B and C buttons. They can be configured to your preferred settings of accelerate, brake and 'trick'. This last option doesn't really serve a purpose in the game, other than to relieve a bit of tension and boredom as you leap over the jumps on the

▲ Unfortunately, you can't cause any damage to this grim fella.

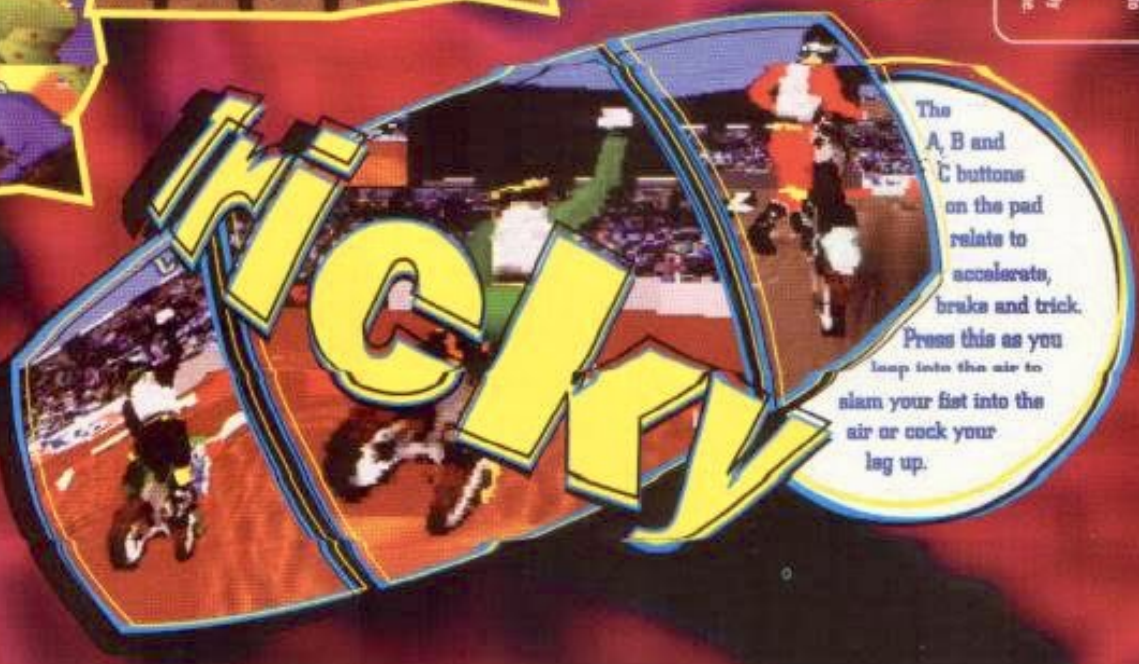
▼ Get a bird's-eye view of the circuits before you start.

▼ Yep, the countdown starts at five. A bit frustrating, that.

BITS

This is terrible. Whereas real moto-cross is top. Think back to the '70s when Honda's British World Champ Graham Noyce was a national hero, to the '80s when Yamaha introduced the monoshock rear suspension unit, and another Honda-mounted brit, Dave Thorpe, kicked arse, 'til the early '90s and Belgian ace Georges Jobé. Get a video of this lot, but avoid this game.

X

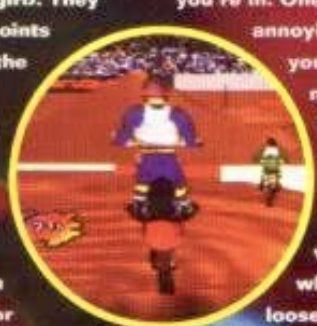


The A, B and C buttons on the pad relate to accelerate, brake and trick. Press this as you leap into the air to slam your fist into the air or cock your leg up.

at you will be if you buy this)

course. Each rider has a different trick (although they invariably mean cocking a leg into the air and waving your arm around a bit like a girl). They don't get you any points and don't improve the game in any way.

Another major problem is with the courses themselves. There's no way of telling how fast you are actually going or how much brake you're applying, and if you're in the running for clocking up a record time (until you cross the finish line each lap). It would have given the game a bit more of an injection of pace, rather than merely relying on what position you're in. One hideously annoying point is that if you run off the narrow course itself, you crash. You don't slow down as you'd imagine you would in reality when you hit the loose sand and mud, you just end up in a crumpled heap, and the screen flicks to you back on your bike, replaced on the course. It does tend to spoil the flow of the race somewhat. And although a minor point, if you cheekily try and ride in the opposite direction or accidentally steer the wrong way at a corner, the game allows you to turn half way 'round, before making you crash on the spot. Gumph. How very unforgiving.



So, *Super X* is a serious disappointment at the end of the day, and Jag owners are left chewing their fingers for a decent driving game. This tries to go for realism by the throat with its authentic sounds, reasonably challenging circuits and the fact that you can tweak your bike to match the course (although, you don't actually earn any money to do this). But then all that goes out the window when you realise how unsatisfying the game beneath it really is. It's a bit poor is this.

Ultimately

Dirty

18%

- We split our sides
- Absolute RUBBISH!

Machine:	Jaguar
Publisher:	Atari
Developer:	Tiertex
Price:	£45
Modes:	3

UK

■ JAGUAR

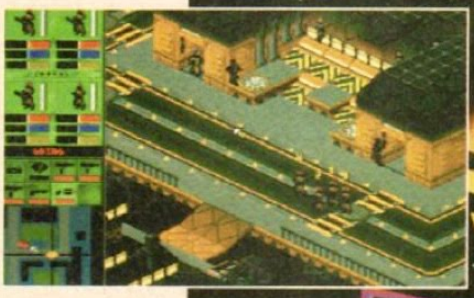
■ Strategy ■ Ocean
■ £54.99 ■ Out Now
■ PC, PC CD-ROM, Macintosh, SNES and Mega Drive versions available
■ No other versions planned

CVG HIT!

Hang out with your high-tech homiez-popping caps in da butts of the unrighteous with your hard-ass, drive-by Uzi-freak cyborgs. Erm, right...

syndicate

Some of the more infamous moments of British gun-lore tend to feature such incidents as the loner who's pushed too far, then pushes back at the first person he meets – or the copper who 'thought the safety was on' before blowing the top of some guy's head off. And with such incidents in mind, it's a wonder that Syndicate never, despite several attempts, struck a controversial chord with anyone.



The potential's still there. While the SNES and Mega Drive versions, whether through technical limitations, or higher forces are fronted with cartoon-like graphics, the Jaguar version is a bullet-by-bullet match to the PC original. Obviously with such small graphics, there's not much gore potential, but programmers Bullfrog succeeded in squeezing out every bloody drop while giving innocent bystanders more occupational hazards than a skinny dipper in a piranha pool. As well as a few more inventive, if less painful, ways to die.

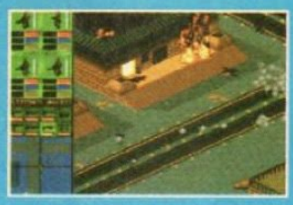
The object is to simply take your company to the top of the corporate table by killing or kidnapping execs from rival companies. It's a lot simpler than pretending they've been up to no good on the stock exchange, or with their secretaries. One day all businesses will be run this way, until then we just have to content ourselves with buying just enough shares to turn up at the AGM and heckle the director.

▲ *Always carry as many guns as you can. If you run low on ammo steal weapons from dead agents.*

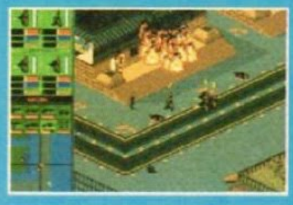
▲ *No matter how well prepared you are, there'll always come a time when you're outnumbered and outclassed by a rival Syndicate. In these situations it's often best to take the overhead walkways and set up an ambush for your smart-ass enemies.*

GREAT MOMENTS IN GAMING...

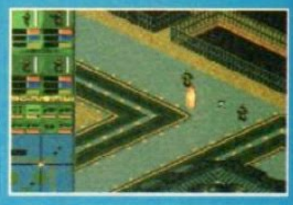
Ever been stuck in a queue on Old Biddies' Day at Sainsbury's, when the only check-out girls are trainees and it's not pension day for a week – hence loads of green coppers which have been lurking at the bottom of a giant Smirnoff bottle for a year? You have. Then wouldn't you just kill for some of these weapons?



▲ *By this point in the game you've got the rocket launcher. It's big, it's bad and, by jingo, the police don't have them.*



▲ *Watch the people line up. Imagine woolly hats on their heads, small brown purses in their hands. Think of the hairs on their chins. Then blow them up!*



▲ *Alternatively, do a clean job and vaporise individuals with the very devastating laser rifle.*

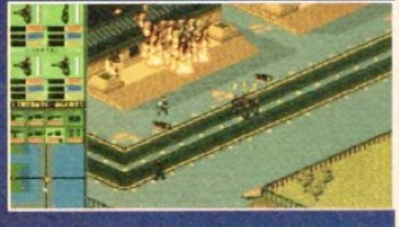
● GAME BY BULLFROG ● CONTACT OCEAN (061-832 6633) FOR INFORMATION

PULP FACTION

With the world now divided into into several syndicated chunks, certain companies have access to better technology than their rivals. This means bigger weapons and tougher cyborgs, so it's important that you stay ahead of the game and pour plenty of money into research.

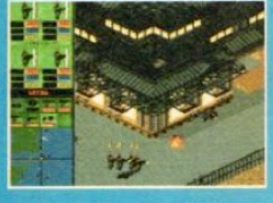
By the time you get to America, the enemy agents you encounter are kitted out with all the best weapons and body parts. The doughnut floating in the middle of the Atlantic is where the final battle takes place, as enemy agents from every syndicate join together to prevent you completing your goal of global conquest.

The only way that your cyborgs are going to survive the later missions is if you invest in some high-tech body parts for them. A new set of eyes will make the shoot accurate, while a state-of-the-art chest reduces damage and comes complete with a self-destruct mechanism.



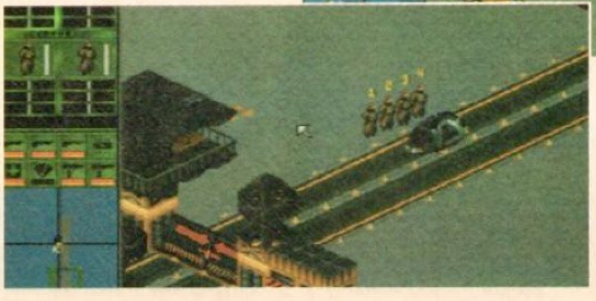
And speaking of self destructing. When the going gets really tough and the odds are utterly against you exploding, one of your cyborgs will kill almost everyone on screen at that time. It doesn't really accomplish anything, but it's better than going out with a whimper.

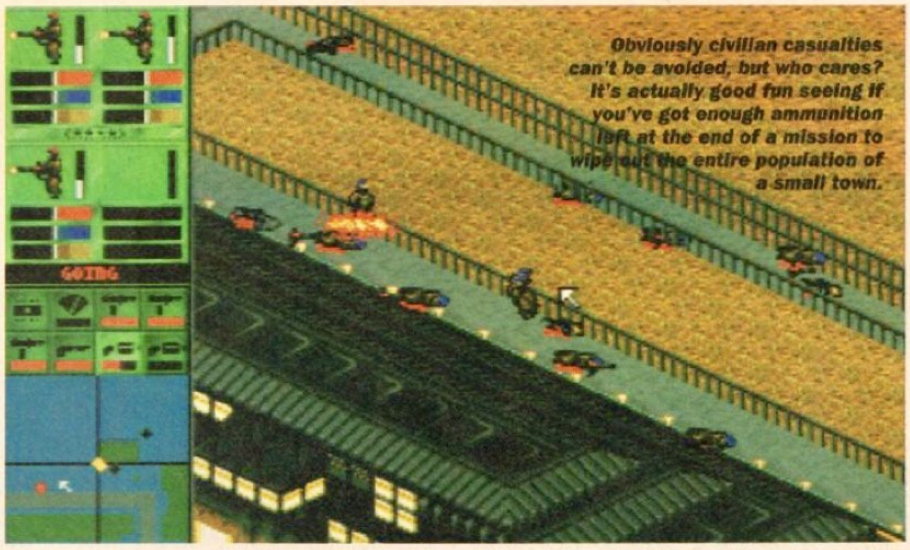
Caught in between warring syndicates are the boys in blue, the rozzers, the coppers, the pi-, well you get the idea. They'll shoot anyone who produces a weapon. Unfortunately for them they're not very well armed and tend to do nothing more than drive around a bit and get shot.



▲ *Or perhaps you'd like to opt for a minigun? Guaranteed to fire wildly and take out everything but your intended target.*

▼ *Having your own car is great for running over pedestrians but you're in big trouble if you get shot at.*



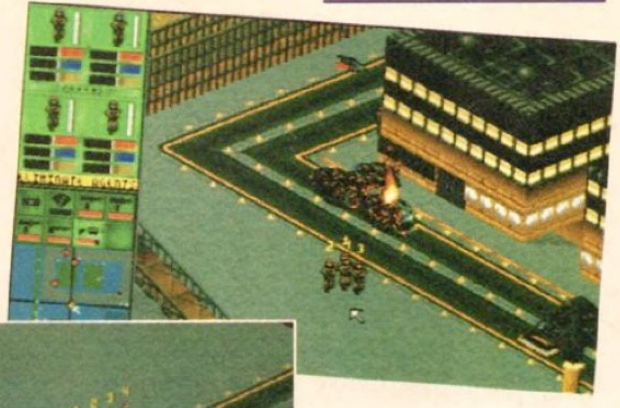


Obviously civilian casualties can't be avoided, but who cares? It's actually good fun seeing if you've got enough ammunition left at the end of a mission to wipe out the entire population of a small town.

The close-up view is completely pointless. All it does is pixellate the graphics so you can't make out what's going on. ▼

▲ *Unlike the ridiculous close-up view, this distance shot let's you see any enemy agents in the area.*

▼ *A sneaky way to kill enemy agents while saving bullets is to blast any nearby vehicles so they get caught in the explosion.*



SECOND OPINION

Compared to the 16-Bit versions, this is leagues ahead. It retains the dark, moody atmosphere of the original, although the new zoom features are tricky to use and, frankly, pointless. Using the Jag's over-complicated joypad takes some getting used to, especially if you've played the game before with a mouse. Along with Doom, this is one of the best games you can get for the Jag at the moment, and as for the violence – bloody great, isn't it?

GARY LORD

OTHER VERSIONS

The Amiga version was the first format that Syndicate appeared on and the subsequent versions haven't differed greatly. SNES and Mega Drive reviews are overleaf. (Turn that page!)

AMIGA
● ISSUE 141 ● 91%

SNES/MEGA DRIVE
● ISSUE 158 ● OVERLEAF

PC
● NOT PREVIOUSLY REVIEWED

VERDICT

JAGUAR

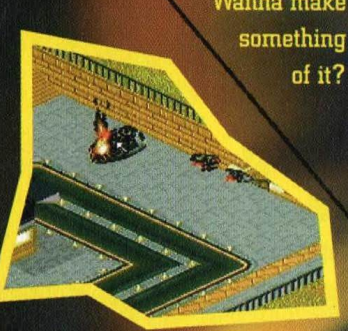
Jaguar Syndicate is a perfect conversion of the Amiga and PC originals, although, to my ear at least, some of the sound effects aren't quite as meaty as on the PC version. Still that's a very minor fault in an otherwise excellent game. Using the Jag's joypad takes some getting used to as the controls make full use of the telephone pad, but once you've got that cracked the game's just as playable as ever. Uncensored, unaltered and by far the best version of Bullfrog's Syndicate to hit any console.

MARK PATTERSON

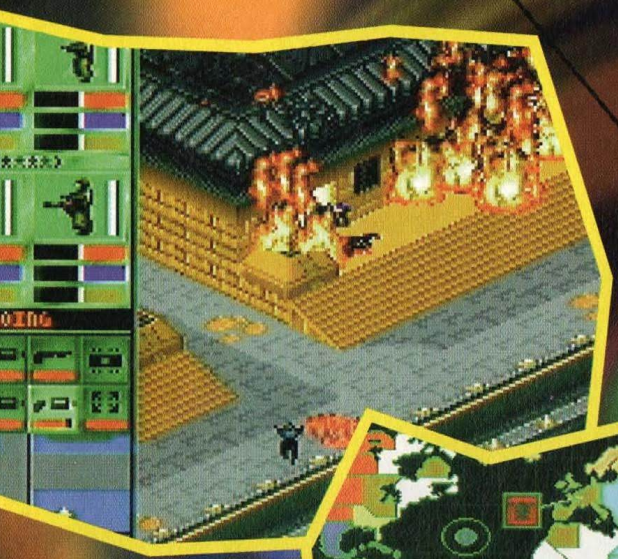
GRAPHICS	75
SOUND	82
PLAYABILITY	91
VALUE	91

OVERALL

91



▲ You can't park your hover car anywhere these days.



▲ I think I may have blown our cover.

Blackhawk

Experie a fla

SNES • Interplay • £45

Yes, *Blackhawk* is a bit like *Flashback* but what's wrong with that? Has *Flashback* got its own exclusive genre all of a sudden? I think not.

People seem to forget that *Mortal Kombat* is basically a *Street Fighter 2* clone. Genre imitation is nothing new to fret about.

Anyway *Blackhawk* is, in fact, better than *Flashback* so pooh off cynical games journalists!

You play Kyle, the chosen one, hand-picked to save the inhabitants of some castle or other. Armed with a dead smart, pump-action shot gun you must slaughter baddies (and a few goodies as well) while problem-solving your way to total annihilation.

In the looks department, *Blackhaw* stunner. T animation the backg cack. Ho lac d s th tho out *Blac* offer as m *Flashback* time there running a

It's an satisfying 'em-up, as as it is to

Ulti

Grippin

- Plays like a dream
- Lacks variety

Syndicate

Know your enemy

Jaguar • Atari • £60

The Jaguar joypad. The damned Jaguar joypad. We all know that it's got the ergonomics of a rotting melon, but now it's committed its worse crime yet. It's turned *Syndicate*, a great game on the PC, into an irritating nightmare.

It's like someone at Atari told Bullfrog, the developers, to make sure you use every single button on the pad. And they have.

So a game you could control with a mouse and two buttons on the PC has turned into something akin to piloting concorde.

The game itself is still sound. It's a complex strategy-cum-shoot-'em-up affair set in the future all done in a scrolling isometric view. You control a little group of agents who carry out missions, such as assassinations and rescue attempts.

Knowing what you want to do is one thing, carrying out it out is quite another thanks to that joypad. Add in some jerky scrolling and the fact that the game lopes along like a wounded wart hog, and you've got a classic game that's been hijacked by the awkward control systems.

Ultimately

Inadequate

68%

- Massive levels and lots of them
- Slow and difficult to control

TOP CHEATS

Stunt Race FX. SNES: Here's a cheat that doesn't actually let you cheat, because, in fact, it makes the game even harder. So if you're a glutton for punishment press the L and R buttons together with Select. The view will switch to a diagonal one which only true masters of the game can play with.

Tempest 2000

Format: Jaguar
Publisher: Atari
Developer: Llamasoft
Price: £50
Size: 16Mbits
Release: Out now (US)

With *Tempest 2000* (above), Atari have made good use of Jaguar's technology. Shame they still can't design decent box artwork (top)

Mention the words 'shoot 'em up' to a Jaguar owner and you're guaranteed to see a grimace as memories of *Crescent Galaxy* and *Raiden* come flooding back. In fact, just mentioning the word 'Jaguar' is enough to send many people into convulsions. But now, thanks to *Tempest 2000*, all that is set to change.

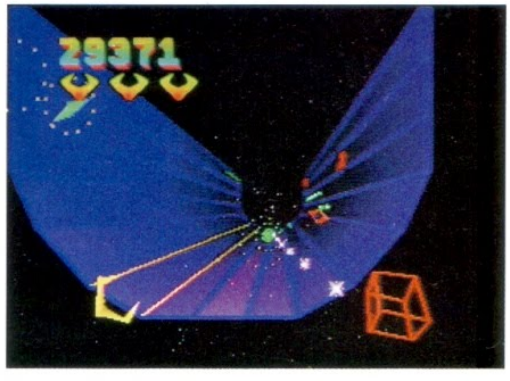
Back in 1981, the original *Tempest* was a huge arcade hit. Although simple by today's standards, the QuadraScan vector graphics were then revolutionary. These graphics, coupled with some of the most frantic shooting ever seen in arcades, ensured that *Tempest* would become a classic.

The man responsible for *Tempest 2000* is **Jeff Minter**, who was also behind some of the best 8bit blasters ever – *Batalyx*, *Revenge Of The Mutant Camels* and *Gridrunner* all bear his name. Instead of designing an entirely different game for *Tempest 2000*, Jeff has simply enhanced everything that made the first game so good. And it's paid off. All right, so the game might not look like a *Total Eclipse* or a *Crash 'n' Burn*, but it's actually an infinitely more enjoyable experience.

'I've always loved the pace and the sheer speed of the original game,' recalls Jeff. 'In fact, I liked the original game so much I bought one for my home.

'It was only when I went to a Jaguar development conference that I realised this was my chance to make my own version of *Tempest*. Atari had prepared a list of games they wanted to see in development, and one of those was a 3D polygon shoot 'em up. So I went for it.'

Despite its colourful looks, you may think that *Tempest 2000* appears a little crude – especially if you compare it to some of the 3D polygon efforts we've seen lately. But all that's forgotten the moment the brilliant rave music kicks in and your Blaster is hurled



After collecting three 'warp power-ups' you're transported to this bonus level (above). Your task is to fly through these rings in the order they appear. Travel through all of them and you warp five levels ahead. The box droid (inset), which homes in on the aliens, is a valuable power-up

Webs may look simple (above) or incredibly intricate (right), but looks are deceptive: all the webs present a tough challenge

towards the first of the 100 webs. Within a few seconds, huge particle explosions begin to fill the screen, and the words 'Outstanding' and 'Excellent' bellow from the TV's speakers. Only then do you realise that *Tempest 2000* is a polygon game, but one with a difference.

According to Jeff, the music was all part of the original game design: 'I wanted to create a really frantic atmosphere with *Tempest 2000*. Although it plays fast, I wanted the music to suit the action. So I put together a videotape of the game and sent it over to the guys at Imagitek Design. I had dubbed over the action with a track I thought would suit the game, and they did the rest.'

And their efforts have borne fruit: *Tempest 2000* has the best Jaguar music yet. But when you consider that the tunes take up almost 1Mbit of memory, this is hardly surprising.

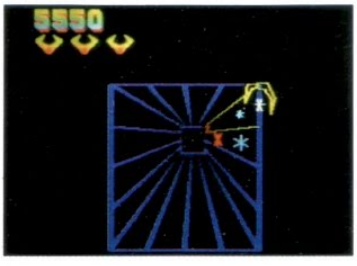
What is surprising, though, is that *Tempest 2000* also plays incredibly well. Admittedly, to onlookers the game seems horribly confusing, with thousands of particles flying all over the place and enormous words scaling 'out of' the screen. The main play area always seems obscured, but it's different when you play the game yourself. For some reason, you don't really notice what's going on around you; your eyes are fixed on your position on the web and nothing else. In fact, *Tempest 2000* has an almost hypnotic effect, sending the player into a trance which is only broken when the 'Game Over' legend appears.

If you do well, the word 'Excellent' scales out of the web to fill the entire screen

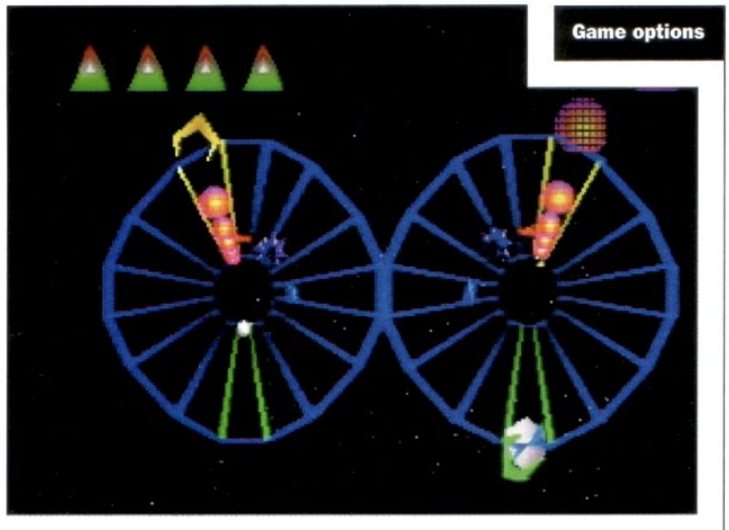
A speed-up icon looms at the start of the beautifully texture-mapped bonus level

As well as the normal web levels, there are three impressive-looking bonus sections. Collect three warp power-ups and you're treated to a 2001-style warp level. Although a simple challenge – just fly through the rings in the set order – they break up the frenzied action perfectly.

Continued next page



The outstanding *Tempest 2000* (above middle) and the rather boring-looking yet still playable *Tempest Original* (above)



***Tempest Duel* lets you go head-to-head with another player. A mirror on your Blaster deflects your opponent's shots back at them**

***Tempest Plus* allows you to team up with another player**

Jeff created the bonus levels by manipulating the Jaguar's Graphics Processing Unit and Blitter. 'I've created my own version of SNES Mode 7,' he explains, 'but with a wiggle in it. Except there's no way a SNES or Mega Drive could do what the Jaguar's doing here: there's so much going on. There are far too many 3D particles shooting all over the place for those machines to even attempt it.'

As well as the updated version of *Tempest*, the *Tempest 2000* cartridge includes versions of other *Tempest* games: an exact copy of the arcade original; *Tempest Plus* (a combination of *Tempest Original* and *Tempest 2000*, where you can be joined by a partner); and *Tempest Duel*, where you and another human opponent battle it out on separate webs.

Tempest 2000 is a brilliant overall package: it's maddeningly addictive, furiously fast and amazingly playable. Jeff himself believes that 'To make a platform succeed, it needs great games. The public are crying out for great games, regardless of the system it's on.' And *Tempest 2000* is indeed a great game. In fact, it wouldn't be an exaggeration to say that it's one of the best all-out blasters ever created.

Edge rating: **Nine** out of **ten**

This is just the start of level six (above) and already particle explosions are taking over the screen. The 'Jump Enabled' power-up is one of the best: it allows the player to leap away from the web (left) and avoid getting hit

- JAGUAR
- SHOOT-'EM-UP
- £65
- OUT NOW ON IMPORT
- NO OTHER VERSIONS PLANNED
- NO OTHER VERSIONS AVAILABLE

TEMPEST 2000

ATARI TRAVELS ALL THE WAY BACK TO THE DAWN OF VIDEOGAMING AND RETURNS WITH A REMIXED VERSION OF ONE OF ITS OLD ARCADE CLASSICS – AND IT'S A CRACKER...

Back in the mists of time, when computers were small, black and white and had only one K of memory, you went for your blasting thrills down the arcade, where one of the hot hits at the time was Atari's Tempest. Using nothing but wire-frame graphics to portray the action, Tempest had you controlling a little fighter around the top of a series of vector matrices, blasting the enemy ships which came scuttling toward you. The game proved a huge success, but strangely no-one bothered to convert it to home machines except the company who produced the Vectrex, the vector graphics-based console which died a death shortly after release.

Now it's 1994 and enter stage left, Jeff Minter, the brains behind some of the weirdest games ever (ever seen Attack of The Mutant Camels or Metagalactic Llamas Battle At The Edge Of Time?) with not only a faultless conversion of the coin-op, but also a dragged-into-the-Nineties ultra-swish remix, containing new baddies, power-ups and even more frantic blasting than before – and they're both on the same Jaguar cartridge! Bloody hell!

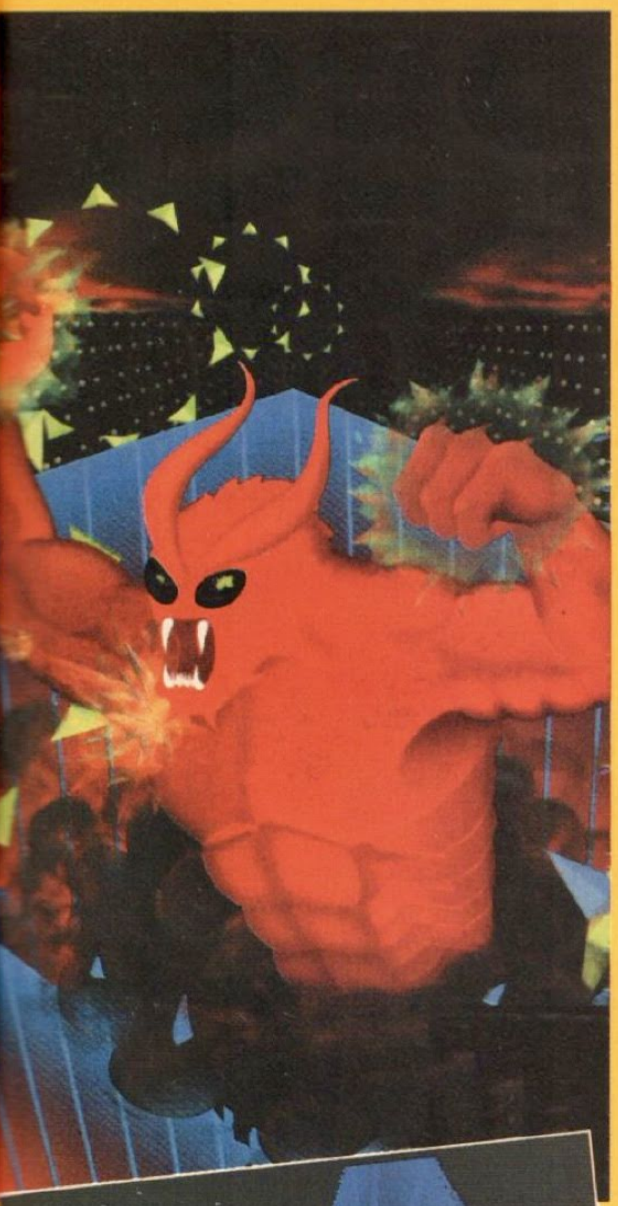
The red enemies are a bit lacking, compared to the others. They're still a nuisance though, chucking out bullets at any opportunity, and on later levels they race toward your ship very quickly, so watch out.

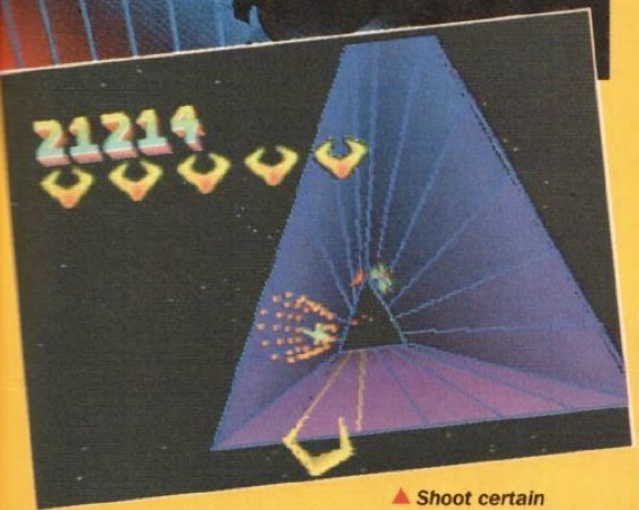
Here's something a bit different. This bonus level is viewed in first-person perspective 3D, and the object is to fly through the hoops to score points. Miss a hoop and it's back to the main game.

Oh dear. The enemy made it to the top of the matrix and has grabbed your ship, dragging it off into oblivion.

THE BLAST FROM THE

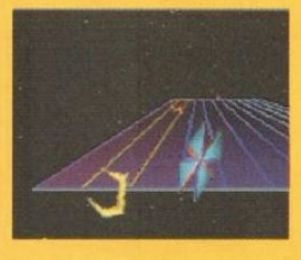
● GAME BY ATARI ● PROGRAMMED BY: **JEFF MINTER** ● **TEL ACE CONSOLES: 071 439 1185** ● GAME DIFFICULTY: **VERY TOUGH** ● NUMBER OF PLAYERS: **1 OR 2** ● GAME TYPE: **SHOOT-'EM-UP**





▲ Shoot certain enemy craft and they deposit power-up pods which race toward you and can only be collected if you're on the same tram-line of the matrix as the pod. Some great bonuses are available, such as a deadly particle laser, the ability to jump into space in order to dodge enemy ships, and extra lives.

These baddies are rather more of a pain. You want to make sure that you shoot them before they get too far up the matrix, because the first blast actually splits them into two red enemies which trundle toward you relentlessly – they can also hop between tram-lines. ▼



As you might imagine, getting in the way of an enemy bullet results in the destruction of your ship, as is the case here.

ALTERNATIVES

AMIGA

■ **Stardust**

■ **Daze/£16.99**

If you're looking for a high level of blasting action on Amiga, then you'd be slightly mad to miss out on this excellent rotational shoot-'em-up.

■ **Issue 146:** 88%

SNES

■ **Super Aleste**

■ **Toho/£45**

There's nowt on SNES resembling the unique gameplay of Tempest, but if it's a non-stop blast fest you crave, the pumping gameplay of Super Aleste should suit you.

■ **Issue 128:** 92%

If the enemy has reached the top of the matrix – and you've picked up the appropriate power-up – you can enable the jump and leap into space, away from danger, and blast at the baddies without fear of reprisals. Until you land back on the matrix, that is. ▼

SECOND OPINION

Is this a good reason to buy a Jag? Well, if you're a blast-'em fan it's well worth considering. Tempest 2000 offers the most hectic and addictive 100 levels I've seen for yonks. On later levels there's perhaps more reliance on luck than skill, but Tempest 2000 certainly offers heaps of lastability. ■ *DENIZ AHMET*

■ VERDICT

JAGUAR

A blast from the past comes hurtling into the present – and like wow! The original version you get on the Tempest cart is enjoyable enough, but you'll be leaving it by the wayside for the incredible Nineties remix, featuring some of the most frenetic shoot-'em-up action ever, although it does get repetitive. Tempest 2000 is easily the best game available for the Jaguar – and it's got a mindwarping rave soundtrack – so let's hope this is the turning point for Atari's new machine.

■ *PAUL RAND*

■ GRAPHICS	79
■ SOUND	85
■ PLAYABILITY	85
■ VALUE	80

OVERALL ■

84

PAST THAT'S A MUST

● WHILE TEMPEST WAS AN ARCADE HIT, THINGS DIDN'T ALWAYS GO AS WELL FOR ATARI. IN THE EARLY 80S, THEY PRODUCED 6,000,000 COPIES OF IT FOR ITS VCS CONSOLE JUST AS THE MACHINE'S POPULARITY NOSEDIVED AND IT HAD TO BURY ALL THE CARTS IN THE NEVADA DESERT.

Tempest 2000

Many years ago, a game appeared that wowed its audiences and gripped the player. Fifteen years on and it's set to do the same again. Adam Phillips explains why

1981: Tempest, the original, arcade-based version, was released and scooped in players' cash at lightning speed. For its time, the game was state of the art.

1994: With the appearance of Atari's Jaguar, you might have thought that the machine's first few releases would have boasted incredible graphics and hitherto unseen attention grabbers to show off the 64-bit technology.

Sadly it hasn't happened yet – Cybermorph was a good game but still lacked the je-ne-sais-quoi that the "next generation" hype has been waffling on about and promising us for the last few months. Instead, we have the likes of Tempest 2000.

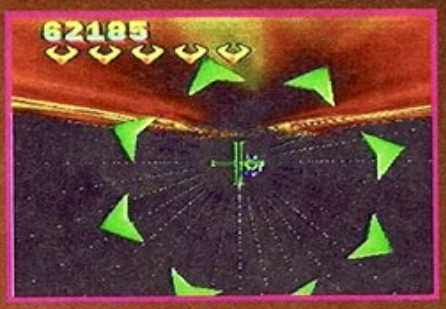
As a revamped, refitted and refurbished blast fest from action maestro Jeff Minter, this is indeed a rather special game. But it still ain't 64 bit. Cast aside any preconceptions you may have that you're just going to have to wait until Aliens versus Predator appears before you can loudly boast that the £249.99 you spent on the next generation in consoles was indeed worth the investment; Tempest may not look like a 3D techy anorak's wet chip but it has some of the sweetest gameplay this side of the 21st century.

One thing that you can guarantee with a Minter title is the most important element in any "interactive entertainment" – gameplay. The makers of all those creaking, contankerous, slothful multimedia "classics" should really take a look at Tempest 2000 and see how that much-talked-about but rarely seen concept of gameplay is done.

First rule of thumb – keep it simple. Don't try and impair the player's enthusiasm by throwing in heaps upon heaps of unnecessary extras and gaming waffle to

With four different versions to choose from, it'll be some time before you become bored with Llamasoft's latest

Ride the rim and blast the aliens as they race up the tube



Glide through the circles to pick up bonuses – move up through the clouds to the topside for more of the same

try and hide how limp and fetid the gameplay is. It doesn't work in films so how do these "cinematic games" expect to get away with it? And which title shows off this all-essential rule to a near fine art? Take a look at Tempest 2000.

OK the game design is hardly original but few games released over the last few years have been – it seems that it's not what you do, it's how you do it. And that guru of gaming has pulled together an ancient concept and added enough twist and turn to make you feel as if you're playing a totally new game.

All the player need do, in theory at least, is sit at the top of various differently shaped tubes and blow the living daylights out of the enemy, approaching at a frenetic rate from the bottom. If they make it to the top, there's a very good chance they'll drag your craft down to where they came from.

Now add a large variety of differing aliens each with their own specific attack plan. Some shift between the lanes that make up the tube, others lay down spikes at the bottom and continually move up and down unleashing a large amount of projectiles in your general direction.

Mix in power-ups that include better weapons, AI droids to help you in your alien genocide and a jump option to leap away from the rim to shoot any critters that managed to make their way to the top unhindered.

Also available are "out of here" power-ups that move the player swiftly on to the next level and, finally, the warp bonus token - collect three of these and it's on to the special stages to collect some serious points and extra lives.

None of the above may sound particularly new or different but once you are thrown into the thick of the action, it really doesn't matter. The speed and energy of the gameplay is high and addictive. Put it this way, it holds your attention for hourly sessions at a time.

Not content with providing us with a single updated version, Minter has also included the original, enhanced and a dual version where a friend can join in the action and take you on in a head-to-head battle of galactic proportions. The bonus warp levels deserve a special mention. After the furious destruction, earning enough brownie points moves you into a warp zone. Loosely translated, this means you are in one of three very mellow and relaxing sub-games where substantial amounts of points and lives can be picked up.

The first bonus section consists of flying through circles with your crosshairs. It may sound a little bland but the presentation coupled with the excellent sound relaxes and prepares you for the next wave of impending fury.

The second section is, well, just psychedelic – this is a Jeff Minter game after all. Guide a set of swirling footprints down a rotating and curving green path to collect

bonuses and more. Very druggy.

With a hundred levels to plough through and a further "beastly" mode to negotiate, where things get really tough, Tempest 2000 has plenty on offer for the cynical and tired gamester.

Flicking your eyes over the screenshots may well result in a feeling of disappointment at the rather simple looking graphics. Like the gameplay though, simplicity is their main strength – any more detailed and the screen would become unbearably cluttered.

Explosions, bonus messages and animations zoom up the screen towards you, sometimes blocking a clear view of the action but at the end of the day this doesn't detract from the game, it adds to the excitement. You feel like you're doing some serious damage.

Sound consists of some of the best in-game techno-rave I've heard on any console or computer and sound effects include bangs, explosions and plenty of bizarre Minter-ish sound bite oddities especially in the warp levels.

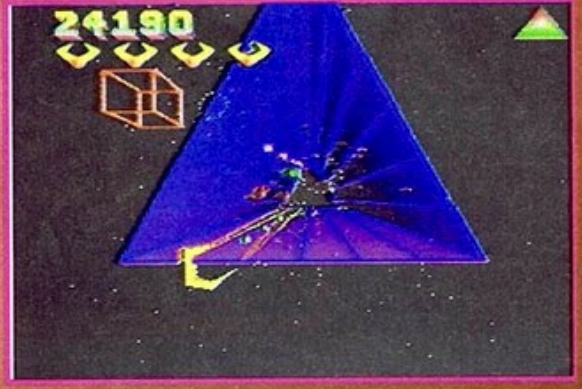
So much attention to detail has been fed into the programming of Tempest 2000 that it's even possible to adjust the sound and music volume seperately to balance that hardcore dance floor yaw with the multiple eruptions of alien craft (and your own).

Those of you worried that you'll have to keep on returning to the beginning each time a game ends, don't worry because the cartridge contains a save facility. Once you have completed a certain number of levels and you're unfortunately killed off, it's possible to rejoin the action from where you died (minus the substantial score).

Tempest 2000 is not out to push forward the originality envelope; leave that to Bullfrog. Its one and only purpose is to entertain; not to drown itself in its own regurgitated hype; not to slap itself on the back for a marketing con well done – it is a simple, effective and highly addictive blast from the past and thrust into the future via the skilled talents of its programmer.

There is one problem though – nothing to do with the game itself mind you, but a niggle large enough to make me hesitate in giving it my blessing. Tempest 2000 costs £50 and, while being a highly superior title, no game is worth that kind of money.

If you're wallet-heavy and game-starved then there shouldn't be a real problem but if you're a gameless, cash-starved owner of Atari's beast then you'll have to hold your anger, take the plunge and, in the meantime, wait for Atari's game pricing policy to come to life.



AI droids are highly useful for effective destruction powers

VISION ★★★★★★★★★☆

AUDIO ★★★★★★★★★☆

DIFFICULTY ★★★★★★★★★☆

LASTABILITY ★★★★★★★★★☆

This is a challenging, addictive and highly individual title worthy of anyone's time and attention. Price-wise though, you're left wondering what happened to Atari's proposals. Weren't the carts supposed to cost $30 - 40?

93%

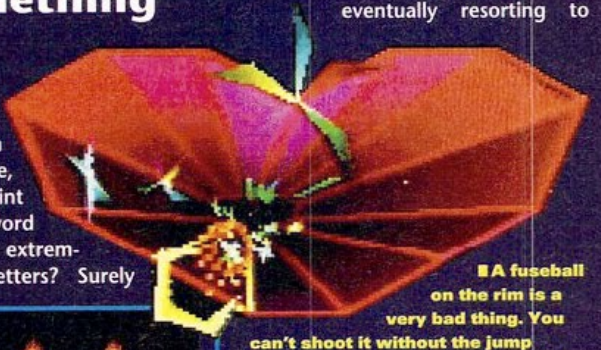
Publisher ➤ Atari
Developer ➤ Llamasoft
Price ➤ £50

TEMPEST 2000

■ The bonus levels are ludicrous. You move through things, or try to keep on a path, while the background goes a bit "odd." It all boggles the mind.

First, there was *Tempest*. And now there are 2000 of them. Or something

There's no denying the usefulness of the pause button in a game. Whether unexpectedly called to the telephone or suddenly reminded that a favoured radio programme is about to start... Or if you ring for the butler to be faced by the Hooded Tiger, time began is why, when you pause a game, does it print the word "Paused" in extremely large letters? Surely



■ A fuseball on the rim is a very bad thing. You can't shoot it without the jump power-up, and it follows you. O-ho.

■ It's the first red web. You've got two of the three warp icons, and there's a demon head attacking. You're reading *ST FORMAT*, and this is page 64. Sigh.

arch-criminal thought killed when his subterranean mountain headquarters was destroyed by a secret task-force of disaffected Middle European nobility led by Captain Jack Thorpe and yourself in an advisory capacity, the pause function is invaluable. But one question that has baffled the keenest minds since only the most unattractively stupid would become alarmed if, say, the screen just froze. This would mean reviewers could capture illustrative an screenshots at their leisure, instead of becoming obliged to enlist the help of a harried colleague and shouting unpleasantly when the opportunity for a really fantastic picture is lost because of a reflexive twitch at just the wrong moment, and eventually resorting to fisticuffs in a disagreeable and entirely avoidable manner.

"The problem with *Tempest 2000* is this: there is no problem with *Tempest 2000*"

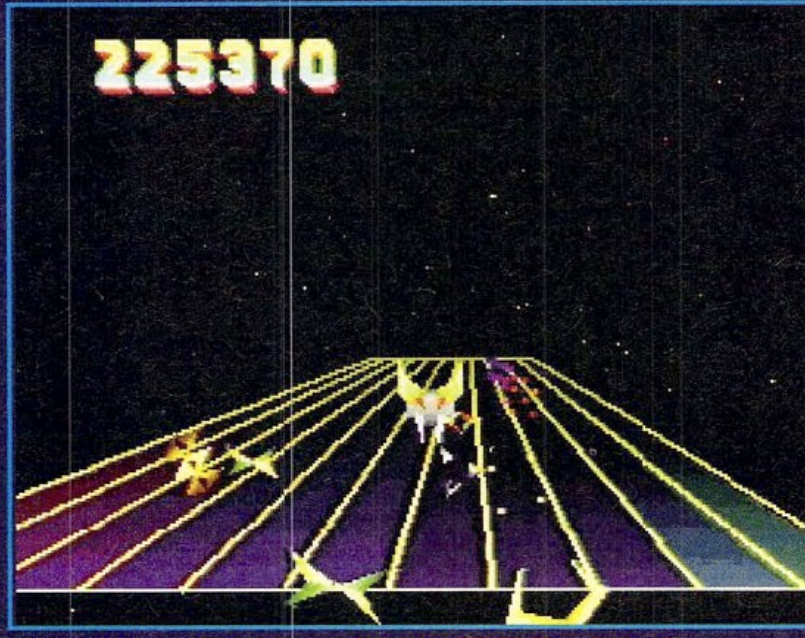
But anyway.

Preliminary things

Tempest 2000 is a game of flying around some lines, shooting dots at some lines. Periodically you can catch some dots arranged in a ring, which enhance your dots and really show the enemy lines where to get off. Some lights flash while you are doing this. You can also play a copy of the original *Tempest*, which is quite similar to *Tempest 2000*, except there are no flashing lights.

Dammit. Look, the problem with *Tempest 2000* is this: there is no problem with *Tempest 2000*. The game's unblemished presentation and frankly amazing playability make a mockery of the whole reviewing process. It demands, in fact, a complete abandonment of traditional critical faculties and the adoption of a slightly demeaning, unquestioningly adulatory tone, with special dispensation from the Pope to use the word "superb" in public. But we must at least keep up appearances, so here's a reasonably objective overview of the game just to get in the way.

Your ship sits on the rim of a well of a web, snapping between the corridors and always firing



■ Tricky blighter, Johnny polygon moving web. You can lock the view, as if you're looking down on the screen from the head of a valley. This is good.

inwards. Bad things skitter up the web towards you and try to kill you. The basic monster walks optimistically in your general direction, aiming to reach the rim where it can cartwheel around in a vulnerable but craftily dangerous fashion, but before long you're fighting things which swim freely around the web, or expel two other monsters when shot, or invest laying spikes against the moment when you zoom through the web to the next screen, or electrify the whole of a corridor, or survive several shots, flinging the damaged bits of themselves at you disturbingly, or fly around outside the web, impervious to your hostile attentions. And your gun fires some dots.

"Vase-damaging techno music bursts in your ears, voices of authority congratulate you on your skill"

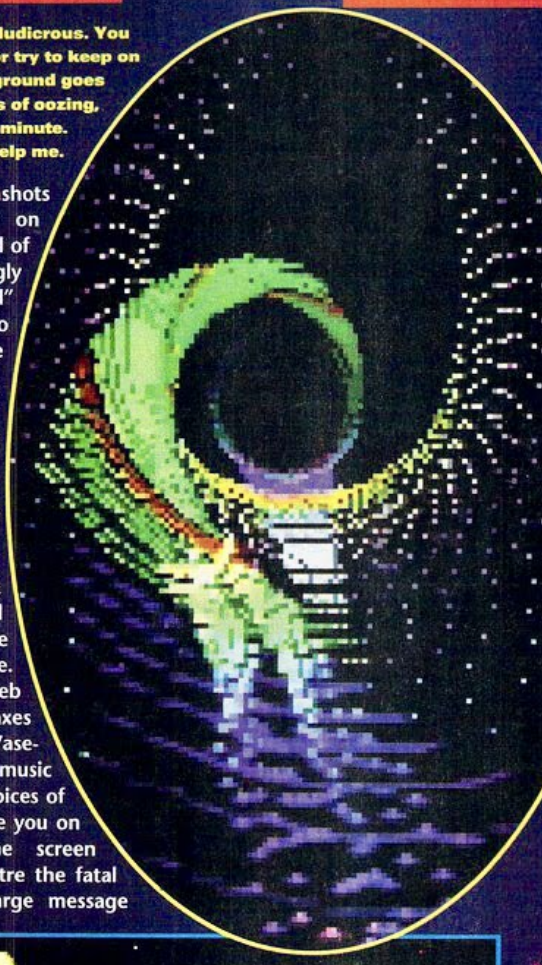
Actually, things aren't quite as bad as all that. That long, rather ominous description of your foes was deliberately skewed to present an excitingly dramatic picture of hopeless odds. It's a standard literary device to interest the reader. And you thought we just made it up as we went. To your credit – and that's you as a player, rather than as a reader; keep up, keep up – you have a once-per-screen smart bomb. And! power-ups periodically whizz out of the web, awarding a stupidly vicious gun, lots of points, a smart little drone ship, the ability to leap away from the web for a thrilling moment, or an instant escape to the next level. In addition, if you collect three warp rings, you get to play a terribly special bonus screen where you can rack up bags of points and allow the nurse to prep you for cardiovascular surgery. You lucky people you.

Right, descriptive bit over. Opinions.

Good things

The frightening thing about *Tempest 2000* is that it's calculating everything in real-time. The screenshots placed so lovingly on these pages, while full of impact and fetchingly devoid of "Paused" signs, entirely fail to convey the feel of the game in action. When you shoot something, it explodes in a blizzard of dots. Bonuses and the worse of the bad things blurt gigantic scaling numbers that fill the screen and comically obscure the view. Colours cycle. Shapes pulse. The web swings wildly on its axes to follow your ship. Vase-damaging techno music bursts in your ears, voices of authority congratulate you on your skill, and the screen sweeps round to centre the fatal explosion while a large message

■ The bonus levels are ludicrous. You move through things, or try to keep on a path, while the background goes a bit "odd." There's lots of oozing, some... horribly... inconvenient... hang on.



■ The bonus levels are ludicrous. You move through things, or try to keep on a path, while the background goes a bit "odd." There's lots of oozing, some horribly... wait a minute. It's broken my brain. Help me.

■ Even this terrifying cat head screen pales beside the genuinely evil red poppy level. Old florally themed webs? You know what should happen to you.

Frankly embarrassing ways to get killed in *Tempest 2000*

1 The caught-you
You're on a ludicrously difficult level. You've collected the jump power. You zap a tanker, creaming the two pulsars before they can even fire. You flip the length of the web, jitterbugging across the path of the demon. You snap upwards, snatching the final warp ring. A dull, insignificant, arthritically-articulated flipper sits there quietly and you run into it.

2 The victory roll
You've cleared a screen. You're zooming through the web to the next level. Self-satisfied, you barrel-roll around the screen. But – oh no! – you've forgotten about a spike, and crash into it. You have to do the whole screen again.

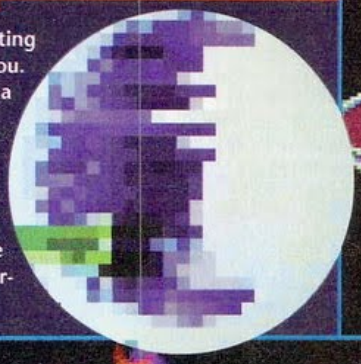
3 The assassin's bullet
You've beaten the all-time high score. You've crowed to your friends, and, because it's your cart, you've refused to let anyone play until everybody knows how great you are. You're cut down by a .50 calibre round fired from a strategically advantageous position.

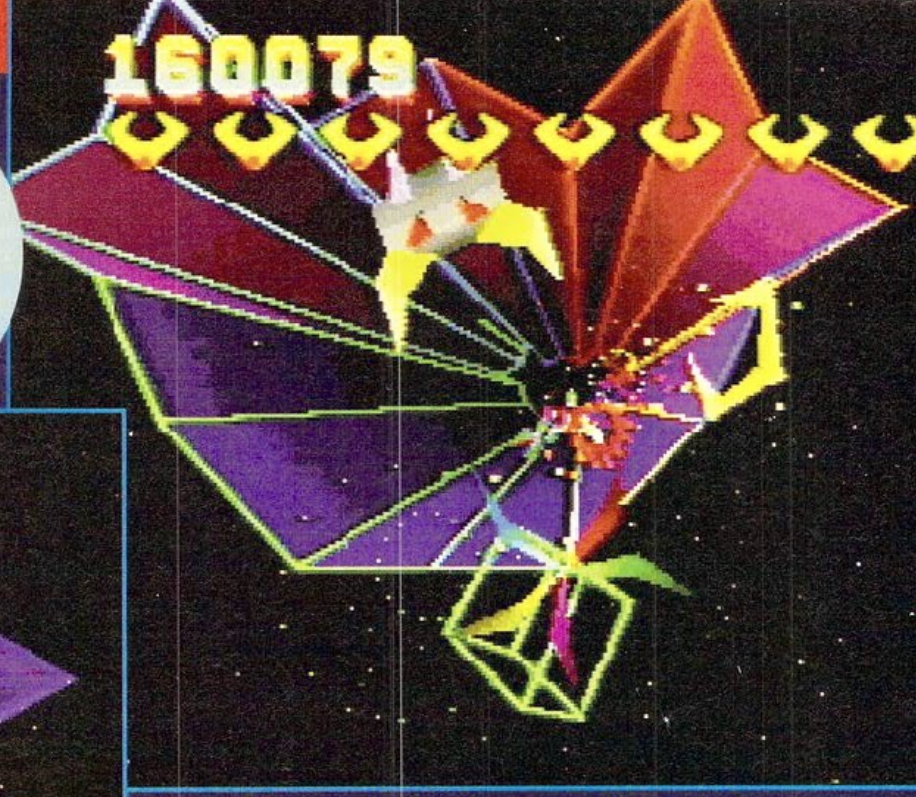
4 The terrible
You're no good, whatsoever, at the game.

5 The out-of-body experience
You're watching a pulsar with vague interest. It's slipped on to the playfield. It's coming towards you. You continue to watch it detatchedly as it fries you. Your brain then returns from a short holiday, tanned, rested and full of energy. It then has the insensitivity to enquire politely after your health.

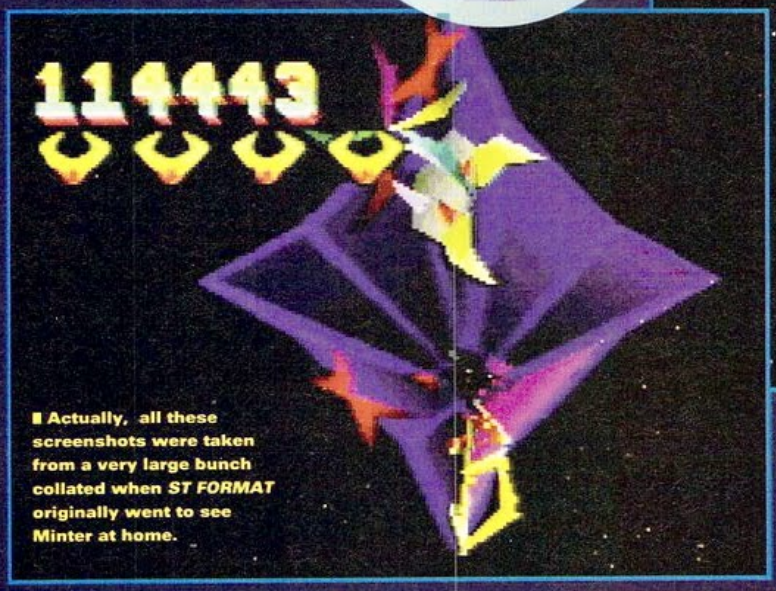
waves its contempt by highlighting exactly how the monsters got you. It's your brain, hotwired by a professional.

Playing the game really is like nothing else, ever. Nothing. Really. Veterans of the original *Tempest* may recognise the underpinning ideas, but the fresh treatment adds immeasurably to the game.





■ Our special Jaguar grabbing lead was smashed to bits and before we could get it repaired, Darryl Still, Atari's marketing man, demanded the return of *Tempest 2000*: "We can't use any other on our Jaguar."



■ Actually, all these screenshots were taken from a very large bunch collated when *ST FORMAT* originally went to see Minter at home.

Tempest 2000 is intense. It's incredibly intense. You know those games which boast that there's always something happening? In *Tempest 2000*, there's always everything happening. That's intense. It's sort of like trying to solve a booby-trapped Rubik's Cube while hyperventilating in a diving suit at a depth of over five atmospheres and realising you're slightly claustrophobic. But fun.

For, make no mistake, this game is appallingly playable. It tests your reflexes. It challenges your peripheral vision. It rains enquiries upon your special perception, and gives you the special power to see through giant coloured dots. *Tempest 2000* takes that mildly tedious phrase "Just one more go," and mutates it into "Get away from me this instant. If you touch this machine I shall hunt you down and shoot you like a dog." There are 100 levels in the game, and beyond Level 17 every odd-numbered screen completed yields a key so you can return to that point later on. Or carry on immediately, criminally threatening everyone who wants to have a go.

"It's like trying to solve a booby-trapped Rubik's Cube while hyperventilating in a diving suit"

More things

And there are other games on the cart as well. Where *Tempest 2000* is all soft edges and velvety panic, the original *Tempest* is angled monofilaments and razor terror. Or something. Anyway, it's a fine game, and harder than the remake. For, you see, there were no such things as power-ups when the coin-op first appeared. So you have to rely entirely on your wrist-twisting skills.

Tempest Plus is a two-player version of *Tempest*. Basically. It pales beside *Tempest 2000*, but does have a perfectly great bit where the incomprehensible mayhem on the screen makes you utterly forget which ship you're actually controlling. *Tempest Duel* is a head-to-head game which nobody plays. You've got a mirror to reflect your opponent's shots, and it really doesn't work at all. Let me play *Tempest 2000* again. Oh, go on.

Bad things

Oh, all right. But really quickly. First of all, why is there no two-player option on *Tempest 2000*? Secondly, why is the joypad so unutterably detestable? Thirdly, because there are only four keys – you enter a tag to associate yourself with one – why can't you selectively delete them? There we are. Piddling quibbles, really. Now get away from me instantly. If you touch this machine, I shall hunt you down and shoot you like a dog.

JONATHAN NASH

■ Our protests and arguments were waved aside. Still cared nothing for our Minter-beating top score, won by accompanying the game with some very loud Mozart. The game was returned. It was all over.

TEMPEST 2000

£44.99 ■ Atari ■ ☎ 0753 533344

GRAPHICS
Absolutely spectacular.

SOUND
Clumpy techno and fabulously loud effects.

CAPABILITY
Bundle this, Atari, or die.

GAMEPLAY
Buy this game and attain a new plane of existence.

STF RATING 97%

Theme Park

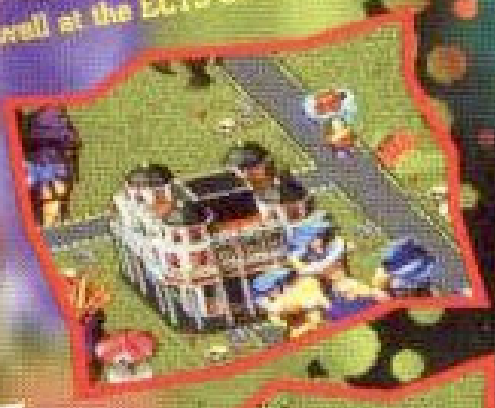
Jaguar • £45 • Ocean

Yes, it's a great game. It worked wonders on the PC. We've seen it on the 3DO, and it's now on the Jaguar. At least the great-big-fat Jaguar joypad comes into its own with games designed for use-with-mouse on console without-a-mouse. All those buttons serve a purpose.

The graphics are slightly toned down from the PC version, and it's not as easy to scroll around the park. Apart from that, your objectives are the same – build rides, toilets and paths, employ staff and manage the business. Don't be doing a EuroDisney, will you?

▲ So when's Theme Park 2 going to hit the PSX?

▼ Bullfrog did surprisingly well at the ECTS awards...



Ultimately

Shrill-filled **85%**

- ✪ Brilliant gameplay
- ⊖ 3DO graphics better

Helen of Troy Aikman Football

what a complete girl!

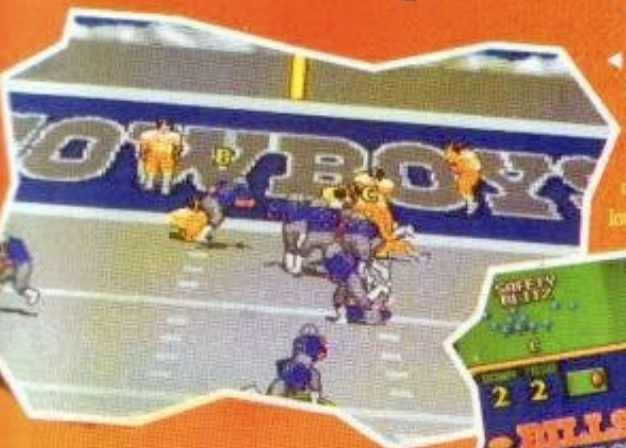
Jaguar • Telegames • £45

American football, 32-bit style. Now let's see, we've had *Madden* on 3DO – top atmospheric and strategic game – and, yes, that's it. So, *Troy Aikman* is a welcome addition to an under-represented genre.

How does it cope? Well, it's certainly not as approachable and exciting as *Madden*. Games rarely are. But, to be fair, it's supposed to function as a management sim, which it does.

Choice of players' salaries, who to line up in your team and what tactics they play is entirely up to you, and all these decisions will affect your standing in the league.

But once again, the machine which claims to be superior to the rest, only comes up with graphics a Mega Drive would be slightly embarrassed of.



◄▼ *Troy could do better but it's not a complete waste of time. Jag owners haven't a lot of choice...*

◄▼ The

Ultimately

Hut-Hut **46%**

- ✪ All 28 NFL teams are here
- ⊖ Gameplay isn't intuitive

Ultra Vortex

Atari seems to be having problems with beat 'em ups. Not only is it still convinced that *Kasumi Ninja* was a good game, but it's now slipping *Ultra Vortex* out while publicly acknowledging that its next release, *Fight For Life*, is superior. So what's the point of buying this when you know that something better is due in a few weeks?

But even if that weren't the case, you'd be hard pushed to justify buying *Ultra Vortex*. It may be better than *Kasumi* (not hard), but *SFII* or *Mortal Kombat* it ain't. Those two games, along with the dozens of other beat 'em ups on less powerful machines, always have something to grab your attention, whether it be impressive special moves or flash backgrounds with lots happening on screen.

Not so *Ultra Vortex*. The animation for the characters is clumsy, which you discover when you try to control them. Everyone knows that the Jag joypad doesn't exactly lend itself to beat 'em ups, but this is particularly bad. Pulling off one of the so-called special moves is more down to luck than skill. The characters themselves are dull, as are their moves, and everything just seems to lack imagination. Dull sound, dull graphics and non-existent gameplay do not a good beat 'em up make.

It's a good thing that someone at Atari had the sense to license *MK3* and *SFII*, because it seems that, left to its own devices, Atari would be in all sorts of trouble. *Kasumi* was awful, *Ultra Vortex* is awful, and if *Fight For Life* is less than stunning Atari will lose the fight in more ways than one. The Jaguar still has to prove itself as a beat 'em up machine and it's getting a bit late in the day to release stuff like *Ultra Vortex*. It's rubbish.

Edge rating: **Three** out of **ten**

Format:	Jaguar
Publisher:	Atari
Developer:	Beyond Games
Price:	£50
Release:	July

The human character in *Ultra Vortex* boasts a fireball as his special move. Not exactly original, is it?

Atari went for the lowest common denominator and put a female character in the game (right). She even wears the same clothes as the girls in *Mortal Kombat*. Like the rest of the game, her moves are nothing new

◀ Buzzsaw came from the logging industry.

▶ The guy at the back is The Guardian. Cripes!

Putting the roar back into the Jag?

Ultra Vortex

Jaguar • Atari • £45

much playability as a fridge. If this game is meant to stand up against the might of *Tekken* and *Virtua Fighter*, then it's in for a serious shoeing.

Oh yes, choose from seven characters, including DreadLoc – another Rasta with attitude (see *Corpse Killer*), and Mercury – a nuclear blobby mess. But with moves that look as limp as a vicar's handshake, jerky animation and slug-like reponsiveness, it's a constant irritation to play.

The backgrounds are more appealing to watch than the characters, with the dreary music really topping off the unpleasantness. And as usual the Atari pad has some difficulty pulling off specials.

▶ As well as firing plasma bolts, Lucius shapeshifts into a bird of prey.

◀ Hack him with your cleaver pole, oh man of yellowing Rasta pants.

▶ There's plenty of blood sloshing around the fighting arenas.

Atari have still to learn their lesson. After the nonsense of *Kasumi Ninja*, they've churned out yet another beat-em-up with as

Ultimately

Numb

21%

- Makes a great bonfire
- Everything

Val d'Isere

- Jaguar
- Atari
- £55

Well, *Val d'Isere* is certainly fast. There's no denying that, at least.

This skiing and snowboarding sim first came out on the SNES a few months back when it was a showcase for stunning Mode Seven graphics. The Jag version looks and moves even better (though it still doesn't scream, "64-bit graphics"). But the gameplay remains stuck in an icy rut.

Basically, you just ski or board downhill, trying to avoid trees, rocks, Sunday skiers and other obstacles, and doing it as fast as you can.

◀ "You are clear for take-off..."

Er, and that's about it. It's a test of reflexes that rapidly turns into a test of your patience. More variety, please.

Ultimately

Off-piste

66%

- Frantically fast
- Not much to do

▲ Every Sunday Justav would take his pink prayer mat to the piste and give praise to the mighty Pine God.

White Men Can't Jump

You're looking the wrong way, mate – the basket is behind you. It's behind you...

Woody Harrelson and Wesley Snipes are nowhere to be seen, but hey, you do get a 'free' multi-tap.

Multi-player games are the way forward in the modern gaming world, or so it would seem. Everyone you meet seems to be banging on about 16-player PC network hook-ups and the four built-in joy-pad ports of the Ultra 64. Don't get me wrong, I love *Super Bomberman* as much as the next person, but isn't this multi-player mania missing the point? After all, game consoles were originally invented to provide entertainment when there wasn't anyone else around to play games with.

Still, you can't buck the trend. It's hardly surprising, then, that Atari has now joined in by producing a four-way multi-tap adaptor for the Jaguar. Further, in a seemingly philanthropic gesture, Atari has decided to bundle it 'free' with this four-player, film-licence basketball game. This is a fine idea, but the game is so terrible it risks discrediting the adaptor itself, merely by association. Oh no, not again...

Bouncing balls

White Men Can't Jump is based on a two-on-two basketball game, a sport which, as far as I can see, has featured in every single American movie since *Citizen Kane*. You know the sort of thing: two teams of two players, each attacking the same basket. This is quite a confusing thing to be doing in the first place, but it's made all the more so in this case by the low viewpoint, jerky movement, inconsistent control and hard-to-distinguish players.

Passing, in particular, is so hard to pull off that it's better to simply use the player that has the ball and score solo, which rather defeats the object of making the thing a four-player game. In fact, generally the best strategy is to hammer on the 'punch' and 'jump' buttons at random when you're not in possession; when you get the ball, run around aimlessly until a gap appears and you can get off a shot.

Dribbling action

In one- or two-player mode (that is, when you're both controlling two players), any clever strategy is repeatedly scuppered because the Jaguar seems to switch which player you're controlling on a whim. The four-player mode eliminates this flaw, and significantly improves the game as a whole, but it doesn't help with the game's other faults.

The fast-moving, exciting atmosphere of two-on-two is also somewhat dissipated by the ponderous and incredibly quiet music. The over-reliance on five or six half-hearted speech samples doesn't help either. Any thrills that may conceivably have been generated by the movie tie-in aspect are lost, too, as none of the film's stars appear at any point in the game.

The final blow is struck by the colour scheme, which paints a dull, gloomy and oppressive dark blue sky over every location – even the sun-kissed beachside court. *White Men Can't Jump* is a nice idea, but ultimately it's just another game that'll make non-Jag owners laugh at you in the street. *stf*

STUART CAMPBELL

No pain, no gain, that's what my Granny always says.

Methinks you cheated. Basketball is a non-contact sport. Mostly.

Choose a nice, safe, suburban court in clean, green Middle America...

...or play the real game on a inner city court. The choice is yours...

Even at the sun-soaked beachside court, the sky is still navy-blue. And you still can't recognise your players. And it's still no good.

Product: White Men Can't Jump
Price: £60 inc 'free' multi-tap
Contact: Atari
Tel: 01753 533344
Min system: Jaguar

VERDICT ● STF VERDICT ● STF VERDICT ● STF VERDI

White Men Can't Jump

HIGHS
- You get a multi-tap
- And can play with three friends

LOWS
- But they'll all hate you
- Five sprites = jerky graphics. Why?
- Everyone else gets to play *NBA Jam*

In short...
This is exactly the kind of game that got the Jag into the state it's in now.

22%

Try slam-dunkin'

White Men Can't Jump

straight into the bin

▼ They think they're sooo cool. What sponge!

Hip-hopping back-street basketball dribbles its way on to the Jag, but sadly without the slam-dunking pace or blasphemous lingo that made the film so cool. But we were promised!

Like *Jammit* on the 3DO the action here is two-on-two and takes place on a single hooped, half-court. The 3D graphics give the players what seems like great agility but the idea of detailed sprites wasn't even entertained. This is one dark and gloomy game.

As for gameplay, this is definitely no *NBA Jam*. The allegedly street-wise players are slow and difficult to control, with no whoops-there-go-my-bloomers special moves in evidence at all. The soundtrack indicates that white men not only can't jump but haven't got a clue how to create kickin' street music.

The four-player option is mildly entertaining but you have to forget passing and just shoot constantly to get any kind of satisfying result.

Overall, even if you enjoyed the all-action quick-witted movie or you're a basketball fanatic, leave this travesty of programming on the bench. It's got no business calling itself either Next Gen or labelling itself as a game. Games are fun!

Ultimately

Dunking

35%

- ⊕ Four-player option
- ⊖ There's much better out there

Machine:	Jaguar
Publisher:	Atari
Developer:	In-house
Price:	£45
Players:	4

UK

▲ The half court is such a rubbish idea. In real life it's just convenient.

▲ Look at the state of it. Just how drab can one game possibly be? Don't go anywhere near it.

Wolfenstein

It's morally incorrect and features more violence than Scarface and Taxi Driver put together, so how come it's so much fun that I can hardly put my joypad down! Prepare yourselves!

Whoever said Wolfenstein was too violent obviously was completely and utterly correct!

I've just killed twenty human beings, so why do I feel more guilty about shooting a harmless doggy

It was a massive hit on the PC and now the world's most politically incorrect shoot-'em-up has exploded onto the Jaguar. Anyone with a weak stomach may as well turn the page now because Wolfenstein 3D is, without a shadow of a doubt, not a game for the faint hearted.

You play the role of William J. "B.J." Blazkowicz and it's your job to annihilate Der Fuehrer's elite commando team, assassinate the diabolical Dr. Shabbs, infiltrate Der Fuehrer's bunker and capture the German's secret war plans plus, while you're busy attempting to complete this task, kill anyone and anything that gets in your way.

REACTIONS

I don't know how people reacted to Wolfenstein when it first appeared on the PC because the game requires the complete and utter destruction of the Third Reich and this means that you have to kill loads of Nazis.

War games have been around since computers first came out and conflict against the Germans in these games has never been shied away from, but I don't think it's been done quite as blatant and as viscious as this before. Wolfenstein is littered with loads of Nazi imagery including pictures of Hitler and flags with swastikas adorning the walls

This is 1994 and political correctness is becoming more and more important and I don't think a piece of software about killing Germans will go down too well with certain sections of society.

It's too late to change things now though, because Wolfenstein is here and judging by the reactions of PC games players and reviewers, it is one hell of a game or perhaps I should say a game from hell!

To put it simply and this is probably the best way I can describe it, imagine if Dungeon Master had sex with Gaunlet and Total Carnage while watching Reservoir Dogs, then its offspring would grow up to be Wolfenstein.

The actual idea behind the game is almost too basic to work, but work it does! Running around in a 3D dungeon killing anything that moves and generally causing havoc is the most fun I've had in a game in ages. The 30 or so levels are varied enough to keep even the most avid gamer happy for a good while.

There is a constant objective to each level, which is basically kill everything and find a lever. This must be flicked and in turn this leads to your next mission. Before you get to the level you must face loads of Nazis, all of whom are intent on killing you.

There are several different types of Nazis; some of them can take more hits and are armed with better weapons. Guard dogs patrol the various levels and later on in your quest you even get to face undead Nazis who have been brought back to life by a

Press "5" on the Jaguar controller and you'll get a map of the rooms you've already visited and you'll see where some of the secret passages are!

Pick up a medi-pack to replenish your health and while you're at it admire the nice picture of Adolf!

mad German scientist. There are six missions in all and at the end of each one is the level guardian who is invariably bigger and harder than his Nazi comrades.

These level guardians are quite unlike anything I've ever played against because not only are they tough as nails, they also chase after you making your life even harder! When this happens you do get that adrenaline rush and I have to hold up my hands and say it gets rather exciting!

You start off holding a measly pistol, but wander around the levels and you will find a cornucopia of weapons (including flame-throwers, chain guns and rocket launchers) that will turn you into a walking one-man war machine. Now I don't condone violence in any form, but each time I picked up a bigger, badder weapon I just had to grin.

The end-of-level guardian and I very much doubt he'll want to sit down and discuss this little dispute!

OBJECTS

Apart from the weapons, there are plenty of other objects to be collected. You can refill you smoking gun with some ammo packs and picking up some of the Nazi's treasure will give you some health back. The most important objects to be picked up are the colour-coded keys. Without these you won't be able to finish your mission.

Kill or be killed should be the motto of the game and I guess that's all you need to know about Wolfenstein.

It is quite simply one of the best games I've played in ages. The graphics are so dreamy that they make me go a bit squiffy.

The 3D routines are brilliant and are much more defined and slightly smoother than the PC version. The sprites are beautifully drawn and the stereotyped Nazis could have come straight out of a war story from Battle comic.

The control is very easy to use and after a while becomes second nature. The only grievance I have is that you tend to get slightly stuck in doorways, mainly because of the way the character moves and the way the joypad reacts to your feverish thumb pressing in the heat of the moment.

One of the nicest touches in Wolfenstein is the introduction of a save feature which automatically saves your quest as you progress. There is also the option for you to save your game at three different points within the game.

The sound is rather nifty with a superb array of different tunes and a selection of sound effects which add to the whole atmosphere of the game.

Wolfenstein may not be the world's best game for political correctness, but it beats the living daylights out of just about everything else for it's sheer addictiveness, playability and the fact that it's one of the most fun games you will ever play.

Wolfenstein roars across your TV screen like a demon sent from hell. I advise that you dial "666" now and order your copy from Beelzebub himself.

JONATHAN MADDOCK

Flip the switch and you can progress to the 29 other levels of mass mayhem

With machine gun in hand and a sadistic grin on his face, our hero goes into a killing frenzy

This is what I call weaponry. Pick up the chain gun and transform yourself into a one-man killing machine

VISION	★★★★★★★★★★
AUDIO	★★★★★★★★★★
DIFFICULTY	★★★★★★★★★★
LASTABILITY	★★★★★★★★★★

91%

With ingredients like top graphics, superb sound and dangerous levels of playability and addiction, you can't go wrong with Id Software's brilliant blaster. Wolfenstein is a Sunday roast with Yorkshire puddings, carrots, sausages and gravy while every other game on the planet is the equivalent to a Pot Noodle.

Publisher ➤ Atari
Developer ➤ Id Software
Price ➤ £39.99

Wolfenstein 3D

***Wolfenstein* offers a wide variety of weapons. The better of these, like the Gatling gun (main), are usually hidden behind walls. Thorough searches can be tedious, but they're vital to your success**

Format:	Jaguar
Publisher:	Atari
Developer:	id
Price:	£50
Size:	16 Mbits
Release:	UK

Doom, which is apparently ready and waiting for Jaguar conversion, is a game that, given a quick release, would sell thousands of Jags on its reputation alone. So what do Atari do? They tell id to delay *Doom* in favour of its forerunner, *Wolfenstein*. It must make sense to someone.

The closer you are to your opponent, the more damage each shot inflicts on him

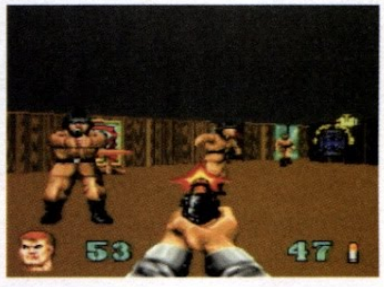
However, that's not to say that *Wolf* isn't a good game. It is. Just like *Doom*, it's simple, addictive and worryingly good fun. The game is based in a Nazi-infested castle in which you're being held captive. In order to escape, you have to fight your way through ten levels full of Nazi soldiers. Your health is represented by a face which gets bloodier the more damage you take. The only other aspect of concern is your gun and the number of bullets remaining.

The Jaguar version of *Wolfenstein* is faster (30fps), has smoother animation and sounds better than its SNES predecessor. The main difference between this and the SNES game, however, is the re-inclusion of blood. id were adamant that Nintendo's child-orientated morality was not going to dog the Jag game.

Wolf doesn't tap the Jaguar's power fully, yet the game often feels too fast. Also, the lack of detail on the ceiling and the repetitive, rectangular scenery conspire to disorientate you. The cumbersome Jaguar joypad doesn't make for accurate aiming, either. But there's still no reason why Jaguar owners shouldn't gain enjoyment from this, despite the fact that what originated as a shareware title has now had a £50 pricetag slapped on it.

Wolf is nothing new – and there are better games available for the Jaguar – but it will always be fun. However, with titles like *AVP* and *Doom* promised soon, you'd have to be desperate to dash out and buy this. But, of course, Jaguar owners *are* desperate.

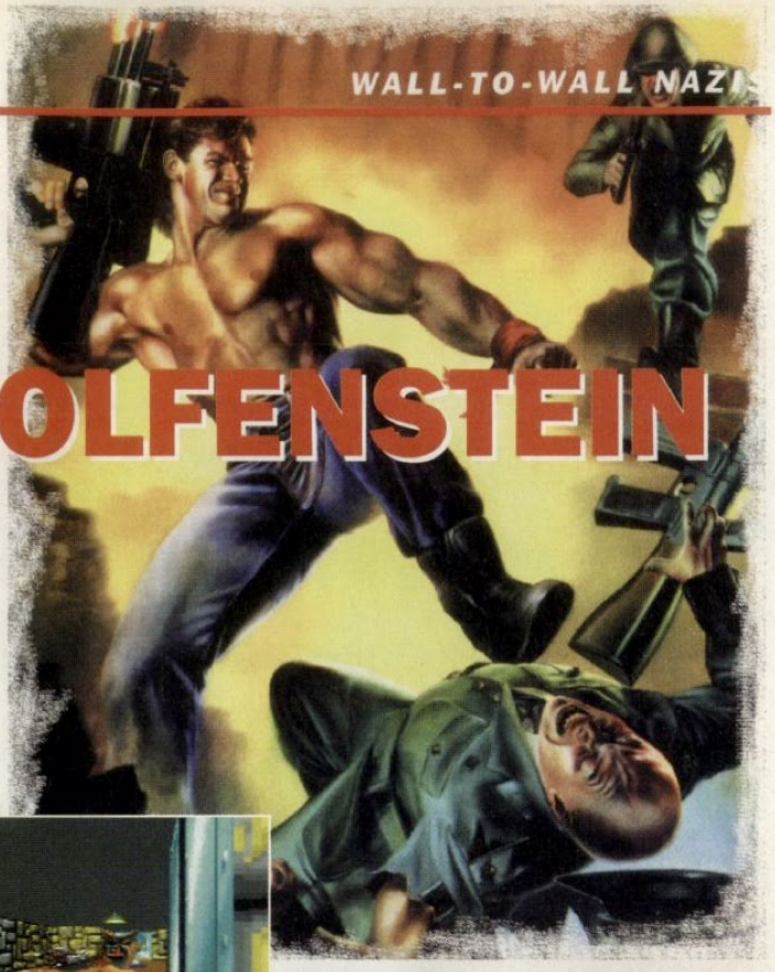
Edge rating: **Seven** out of **ten**



Most of the guards can be killed with a few pistol shots. Among these lightweights are tougher opponents, who are dressed in blue. Guarding the exit is a veritable man-mountain

■ JAGUAR
■ SHOOT-'EM-UP
■ £55 ■ OUT NOW
■ PC AND SNES VERSIONS ALSO AVAILABLE
■ NO OTHER VERSIONS PLANNED

WOLFENSTEIN



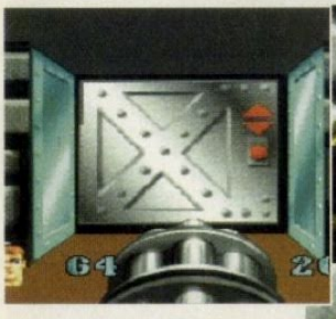
While every Jag owner waits impatiently for Alien Vs Predator and Doom, Atari gives you the game that started the craze for 3D carnage...

Once in a while a game comes along that takes a completely different graphical approach to things. Wolfenstein was such a great game on the PC, it shifted full-screen, 3D textured graphics with speed and smoothness that had never been seen before. Since then, Doom has come along and achieved something very exciting with the genre, and its success has bred countless clones.

For the Jag, Atari has essentially ported over the PC version, jazzed up the graphics on the enemy opponents and speeded the whole thing up (which actually meant slowing it down on the Jag), especially when you compare it to the PC version. What the game involves is dashing around huge mazes in search of a lift to the next one and in the process having a wacky time blasting humans and animals with collectible weapons. It's simple we know, but is it enough to please? Read on and see.

▼ *Dead opponents actually have a use because you can see where you've already visited in the game.*

▲ *Run out of ammo and your character pulls out a knife, which means you have to get involved in close range combat, which if it doesn't go as planned will endanger your health, permanently.*

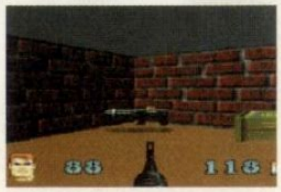


▲ *Here's the lift which marks the end of the level. Finding this is always your objective. Other types of special doors include those you need to find keys for.*

▲ *Here's one of the bosses who are always really hard to kill if you haven't got a decent weapon. Shoot and run is the best tactic to use.*

In deeper stages shooting alerts the enemy to your position. When approaching a door shoot at it first and if you hear the enemy chant ◀ *you'll know they're there.*

▲ *As you progress the opponents become more intelligent often giving chase and opening doors themselves to find you.*



▲ *One of the weapons to pick up to upgrade your firepower.*

ALTERNATIVE

SNES
■ Wolfenstein 3D
■ Imagineer/£45.99
It's exactly the same as the Jag version but obviously a lot slower, and close-up the enemy looks terribly blocky. Not so much blood either.
■ ISSUE 145: 80%

■ VERDICT

■ JAGUAR
Wolfenstein IS a good game, and it offers one of the best examples of mindless carnage and exploration you'll find. The whole appeal of Wolfenstein when it originally appeared on the PC was its use of fast full screen 3D graphics. This Jaguar version is faster and smoother than the best PCs on the market – however this uses so little of the Jaguar's processing ability that ultimately you can't help asking for more of the game.
■ DENIZ AHMET

■ GRAPHICS	71
■ SOUND	67
■ PLAYABILITY	78
■ VALUE	60

OVERALL ■

77

● GAME BY ATARI ● CONTACT ATARI (0753 533 344) FOR MORE INFORMATION

WOLFENSTEIN

In game terms the Jaguar has finally arrived. And the conversion of the PC classic *Wolfenstein* is the reason why...

■ It's the only language that dogs understand - chain guns! The RSPCA may not approve - but it works.

The plot behind *Wolfenstein* is simple, and highly satisfying, particularly if you'd rather avoid the real muddiness of war and just get stuck into shootin' and killin'. You storm enemy fortresses during World War II, shooting everything you see. And if you find the concept that wars can be fun a little tasteless, then you obviously haven't tried playing *Wolfenstein* yet...

Unlike previous efforts at war games, *Wolfenstein* is set in a free-moving 3D environment containing doors, furniture, treasure and all the other paraphernalia of your typical German fortress. More importantly, the game also contains huge swarming teams of Nazis, and lots of lethally effective weaponry, offering you the opportunity to blow fascists away with everything from pistols to bazookas, not forgetting the chain guns we're all so fond of around here *(er, we are? – Trent)*. And so, being the war hero you are, risking life and limb for the sake of your country and not enjoying a few hours of sick, brutal, gooey and completely mindless violence at all, you set out to conquer each fortress. Your task: to get to the end room in each one.

"Slip around the back of your enemy and blow his brains out in a satisfying, squelchy kind of way"

Probably the most surprising thing about this 3D game is the way you play. Your movement isn't governed in the standard *Dungeon Master* way (moving one square forward or turning 90 degrees at a time) but is totally unrestricted. You can run where you want, sidle along a corridor, slip around the back of your enemy and blow his brains out in a satisfying, squelchy kind of way. The second surprising thing about the game style is that it's so damned fast. Fully texture-mapped walls, people and objects are moved around at speed. *Wolfenstein* isn't just another slow, plodding strategy game; its a panicked, Nazi death frenzy through dark, atmospheric tunnels and creepy stone swastika-embossed hallways.

■ So it's impossible! But firing a chain gun is massively good fun. In a gung ho way.

Sick, mindless violence

Apart from Id Software's recognition of the fact that everyone likes a little sick, mindless and utterly pointless violence, there are a few other nice touches to *Wolfenstein*, such as secret walls and doors. To make things slightly more interesting, you come across the occasional boss with more fire-power than the US army in Iraq (although with slightly better eyesight). With difficulty levels from 'Daddy, can I have a go?' upwards, and bodies that stay where you killed them (leaving you wading knee-deep in Nazis at times), *Wolfenstein* is a game for the more psychotic Jaguar owner.

Probably the only disadvantage of a game like *Wolfenstein* is its lack of depth. The 3D gameplay all works fine, but there're no further elements to it. All you do is run around, blowing people away, and watching them fall limp and screaming to the floor. That's all you ever do – there are no taxing puzzles, no mapping hassles (it's all automatic), no timing problems and no skills involved other than collecting the odd key, aiming properly and firing manically.

However, if you can find it in yourself to fault *Wolfenstein* for its mind-bendingly shallow style then you're just no fun at all. Rush out and buy it right now. It's one of the most revolting, tasteless, gory and politically unsound games around, and it's great. ***stf***

SIMON FORRESTER

■ Kill a fascist, win a car! Not a nice thing to say but they're not nice people.

PAST, PRESENT, FUTURE

As far as trivial things like plot are concerned, *Wolfenstein* owes more to the likes of *Into The Eagle's Nest* (from Players) than anything else. In terms of gameplay, however, the game is an original – almost a cross between *Dungeon Master*, the Freescape series and *Space Invaders*.

Wolfenstein is no longer a singular example of its genre, though. After releasing the original PC version, Id Software went on to write *Doom*, a similar style of game that dispensed with Nazis and pistols in favour of demons and bazookas and screaming babies' bloody heads impaled to walls (yum). Though *Doom* has yet to arrive on the Jaguar in force, we wait with baited breath for the UK release, and continue to trumpet the flood of similarly angled games, among which should be the highly acclaimed *Alien vs Predator*, set for release in a few months.

Wolfenstein

£49.99 Atari
☎ 0753 533344

Highs
- It's just one big deranged high

Lows
- A few more weapon types would have been,er, nice?
- As would a little more gore

90%

Killed the guard, loads of health, but what's beyond this door?

... ah, just another guard – he's history dude!

JAGGED EDGE **GAME PLAY**

ENTER THE WOLF'S LAIR...

It's time to hit the bunkers – no, not the coal ones but Hitler's second World War hiding place. Graeme Rutt advances, pistol in hand...

"The club is smoky, figures ill-defined in the sultry lighting. You pull up to the bar and order a cold beer. A voice slides out of the dark, somewhere close. You turn and see the ideal figure of your dreams; perfect gender, height, looks. You speak, your mind afire with the possibilities inherent in this chance meeting. They speak. In minutes you're slipping out of the smoky haze, into the warmth of a cab."

Wolfenstein3D – the game that led to a million seller for ID Software in the form of *Doom*. This is the 3-D maze game that places you in the character of American, BJ Blazkowicz, the fearsome gore-machine, super-jock and all-round steroid-happy uber-mensch (*er, enough of the hyphens... Ed*). It's some time in the later stages of World War II and Hitler's evil war-machine is geared towards a scientific solution to the pesky problem of those incorrigible Allies.

Which is as good an excuse as any for a game dripping with Nazi stormtroopers, Gestapo officers, German Shepherds and the various results of horrific genetic experiments. All of which you, as BJ, have to blow away in quick succession. *W3D* is not a game of great strategy – if it moves blast it; if you can't, get a bigger gun.

JOBS FOR THE BOYS

There are six missions to smash through, each with a number of levels and an end-of-mission guardian. The number of levels per mission increases as you go through the game, as does the difficulty and the power of the guardian. Each level consists of a maze of corridors, rooms, doors and hidden panels. Strewn around the maze are a number of different object types including weapons, ammunition, health, keys and stolen Nazi gold.

Weaponry, ammunition and health are central to your well-being. You are always equipped with a pistol and your trusty – but useless – knife, but unless you find a sub-machine gun, and in later missions a chain-gun, you won't stand a chance. Topping up your health is a constant worry: you only have one life and it's very easy to get blown away very quickly. Luckily, Red Cross health packs are abundant and collecting treasure can even boost your health above the "top" level of 100%.

On the larger, more complex, levels it's easy to become almost totally lost. Thankfully you can flip into map mode at the press of a button, which brings up a scrollable screen detailing everywhere you've travelled.

Wolfenstein3D isn't an overtly tactical game, so it lives or dies on its graphics, sound and blastibility. It wins in most of these areas, with one exception, and is by far and away the best version of *Wolfenstein* available on any platform. The graphics are very well drawn and when combined with the eerie (although not top quality) soundtrack, the bump of doors opening and closing around you and the semi-intelligent aspect of the adversaries, gives rise to a very atmospheric game. When you blow away the competition, satisfying amounts of blood splatter across the screen and screams, howls and yaps accompany the death throes. In fact, if you're a parent thinking about Christmas presents you should certainly consider your child's sensibilities before buying them *W3D*.

VERDICT

The main gripe is an insufficient number of different weapons and foes to fight against, but this is likely to be the case until games can intelligently create new types of object. Consequently, *Wolfenstein 3d* is a little on the uncomplicated side and is pretty easy to finish. I managed to complete it in seven days in "easy" mode – and it isn't the kind of game you're likely to want to play again in average or hard mode. In many ways, this game is analogous to a very pleasant, highly enjoyable one night stand.

So, if you want a technically able game with lots of atmosphere, a modicum of gore and one that doesn't require much thought, then maybe this is for you. If you're running on a limited budget and don't *have* to have every Jaguar game then you should await *Alien vs Predator* or *Doom*, both of which promise to have more weapons, enemies and better game-play than *W3D*.

"Morning. They've gone. Left sometime in the early dawn. A warm smile of remembrance twists your lips. But now it's over..."

Sod the treasure – I'm dead meat. I want my Mommy...

FACTS 'N' FIGURES

Product:
Wolfenstein 3D

Price:
£49.99

Players:
1

Graphics:
○○○○○○○○○●○

Sound:
○○○○○○○●●●

Value For Money:
○○○○○●○○○○

Playability:
○○○○○○○○●●●

OVERALL
68%

SUMMARY

GOOD POINTS:
Great Graphics
Good Atmosphere

BAD POINTS:
Limited weapons and foes
Too easy to complete

FINAL WORD:
"A game with excellent heritage and a lot of atmosphere, but perhaps too limited for the modern game player."

MISSILE COMMAND

SHOOT EM-UP
£49.99 (UK)
BY VIRTUALITY
1 PLAYER

• OUT APRIL'
• RELEASED BY : ATARI

At one time Atari were having serious talks with Virtuality Entertainment Ltd, regarding the possibility of a VR headset for the Jaguar. The proposed game for release with that peripheral was to be an incredible remake of the 1981 classic *Missile Command*. Well, the headset didn't happen, but the thankfully the game has – albeit in conventional 2D. All told it would have been a crime not to. *Missile Command 3D* almost singlehandedly repairs the Jaguar's wounded reputation by offering two profound variations on the original game – which is also included. *3D Missile Command* is played in exactly the same way as the classic original, only with great new visuals and FX. But it's *Virtual Missile Command*, which places you inside the three bases, and offers a cool range of power-ups, which really brings the game bang up to date. If you're still into *Tempest 2000*, this is a cool alternative.

PAUL DAVIES

Look! A respectable Jaguar game! The solar flare looks especially excellent in the Virtual MC mode.

NBA JAM: T.E.

SPORT
BY HIGH VOLTAGE
£49.99
1-4 PLAYERS

• OUT TBA'
• RELEASED BY : ATARI

After the success of *Jam: TE* on just about every single format, there was every hope for the Jaguar version to succeed. Of course you already know that it hasn't. Question is why – given that the Jag is more than capable of handling the game? Well it's all down to a different conversion team. Instead of the Iguana, Atari gets High Voltage, who seem to have attended the same music college as Miracle Design (Atari Karts) – ie bad. Plus the graphics are little better than 16-bit. While the gameplay escapes largely unscathed, it's none too smooth either. Despite the promises made on the back of the box, this is not arcade-quality. For that you should look to the PlayStation. It's good to see Atari still supporting their machine with a new Team Tap multi-player adapter, but it's a waste on this game.

PAUL DAVIES

SKY HAMMER

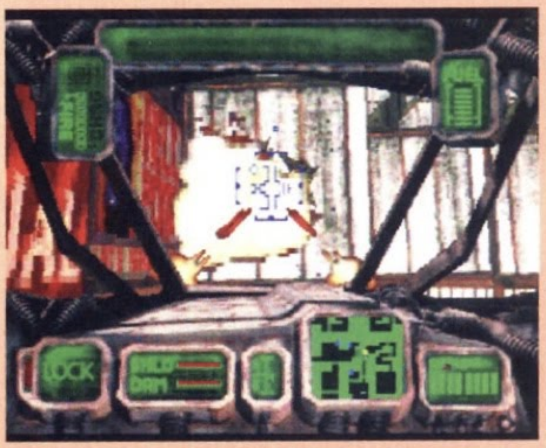
3D SHOOT EM-UP
£TBA
BY REBELLION
1 PLAYER

• RELEASE DATE TBA
• NO OTHER VERSIONS PLANNED
• NO OTHER VERSIONS AVAILABLE

• STORAGE 16 MEG
• RELEASED BY ATARI
TEL: 01753 533344

Coming from the creators of *Alien Vs Predator*, *Sky Hammer* is worthy of consideration. *AvP*, with its textured 3D graphics, was one Jaguar game that showed potential. *SH* puts you in the cockpit of an urban flying machine. You know it's a cockpit, because the viewing window is small. From here you steer around a wartorn cityscape, performing missions such as recovering escape pods or destroying tanks. There's also shops to dock at for repairs or upgrades. The concept behind *Sky Hammer* is ambitious and in ways succeeds. The cities are huge and instill mild feelings of vertigo as you plunge down. The action though, is lacking. For the most part, you get lost, cursing and checking your map (much like in a real city), as you head from one objective to another. Good as the graphics are for the Jag, they look like a weaker 32X title. *AvP* looked much better. *Sky Hammer* is one of the best Jaguar titles in a while, but as a game it's only average.

TOM GUISE



An entertaining Jaguar game with impressive textured 3D for the machine.

Double Dragon 5

Jaguar • Telegames • £TBA

"Awful." "Dreadful." "You what?" "For God's sake." "What did they do with the other 63 bits?" "You're joking."

Just a selection of some of the more polite comments said about *Double Dragon 5* by people passing through the *Ultimate* office.

It really is shockingly bad. Dire graphics, muddy controls and rubbish characters combined with such inanities as not being able to hit your opponent when they're stunned make sure that this is a turkey that's well and truly stuffed.

▲ This is a special move called, 'I've lost my contact lens.'

► The cartoony graphics are colourful but less well animated than a Hannah Barbera effort.

Ultimately Ludicrous

23%

○ Who cares?
○ Just about everything

PETIT TEST

Pitfall: The Mayan Adventure

A winner on the 16-bit systems *Pitfall: The Mayan Adventure* simply hasn't received enough tweakage to warrant any kind of fanfare on the Jaguar.

This sequel to the Atari VCS original boasts rotascoped sprites, *Flashback* type gameplay and nothing that couldn't have and wasn't achieved on the SNES. Ho hum.

Ultimately

Predictable

61%

- A fair challenge
- The SNES can do as good

▼ The Jaguar needs less fatty games. It needs them now!

▲ If you ever feel yourself becoming a touch lost, try the optional external view – it make moving a lot easier.

Hover Strike

is it really worth the bother?

Jaguar • Atari • £45

Take a state-of-the-art hovercraft with guided missiles, cannons and the ability to travel over any terrain, whop it into a '64-bit' machine and hey, it's *Hover Strike*.

Why not try and complete the missions to save the world if you can find your targets and understand the radar? Movement of your hovercraft can be jerky, something we wouldn't expect from a 16-bit game these days, let alone one for the Jag.

All the missions seem to be the same and it looks and plays like *Aircars* (see review on page 86). Not a good thing.

Ultimately

Wrong!

18%

- Can't see anything here
- How long have you got?

So you want to know about the existing Jaguar Games? Then read on...

EVOLUTION: DINO DUDES

If your fingers are still trembling from a heavy *Tempest 2000* session, *Dino Dudes* is just the game to calm your nerves. It places you in charge of a tribe of mankind's earliest ancestors and the idea is to guide them on a voyage of discovery through eighty levels of brain-teasing action.

Each stage has a certain objective – it might be to discover a new tool, or to release a captive tribesman.

New objects are introduced gradually and always have more than one use; for example, a spear can be used to kill predators or to leap canyons. Although the basic theme of the game is similar throughout, the new objects means it remains both challenging and entertaining. Good spot effects are used to lighten up the proceedings and right from the title screen through to the password system, the presentation is polished until it positively shines.

Dino Dude's quality graphics are backed up by solid gameplay and enough levels to keep you going for some time to come!

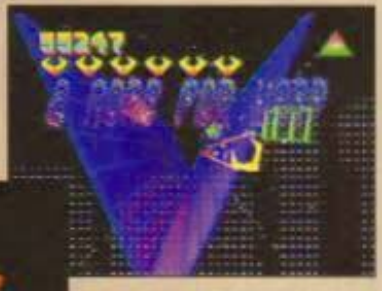
The goal changes for each level as the Dudes discover new objects and skills.

Dino Dudes doesn't have the same wide-ranging appeal as *Lemmings*, but it's still a very enjoyable game in a strategical type of way. The graphics are laden with humorous touches and the music is second only to *Tempest 2000* in terms of quality.

ST ACTION 81%

THE STORY SO

ACTION GOLD



Huge scores explode out of the screen as aliens race up the web – oh, it's hot alright!

As the levels progress, the webs become more complex and it's much harder to see where you're shooting.

Collect three warp tokens and you're rewarded with a texture-mapped bonus round – simply guide the cross through the rings.

Melt-O-Vision is just one of the effects introduced in Tempest 2000 – a truly psychedelic experience!

TEMPEST 2000

Tempest 2000 is a remake of the classic coin-op that set arcades on fire in the early eighties. In common with all of its contemporaries, the gameplay is extremely simple – move your craft around the rim of a 3-D web, blasting the baddies before they get a chance to climb to the top. Essentially, four games are included on the one cartridge. *Traditional Tempest* is an exact duplication of the arcade original, while *Tempest Plus* adds a few extras, and the "dual" option allows head-to-head play if you've got a spare controller.

Full-blown *Tempest 2000* is the star of the show though. The plain vector-graphic web is thrown out of the window as a colourful shaded alternative slips into its place. New enemies are added, including deadly demon-heads and mirrors that throw fire directly back into your face. A super-zapper that destroys everything on the web is also added, but you only get one shot per level!

Huge messages explode out of the screen as bonuses are collected, while spot sound effects chip-in with encouragement. Amass enough points to gain an extra life and the whole web sparkles – it really is quite mesmerising! The music itself is made up of several dance tunes that complement the intensity of the game perfectly and numerous different star formations swirl behind each level.

Battle your way through the mayhem for a number of webs and suddenly there's silence – you're in one of the bonus levels. Three of these sub-games are available and each is slightly trickier than the last – get out of any one alive and you skip five levels, while chocking up your score considerably.

A key system is used to let you restart within two levels of the last web completed. There are a hundred webs in all and if you manage to complete the game, a new option is added – "beastly" mode. This features more intelligent baddies and is generally a whole lot more difficult, as hard as that is to imagine!

Tempest 2000 is a total assault on the senses and it will drive nostalgic coin-op fans wild. The awesome music and explosive graphics add up to one of the best arcade games you can play at home. Jaguar owners owe it to themselves to buy this game!

ST ACTION 92%

FAR JAGGED EDGE

CRESCENT GALAXY

The question that instantly springs to mind when you see *Crescent Galaxy* is, "can a game that looks that good really be anything less than perfect?" Unfortunately, the answer is a resounding "yes", with brightly coloured, star-spangled brass knobs on.

Basically, it's nothing more than a bog-standard, horizontally-scrolling shoot-'em-up – yep, it's you against the whole universe again. The trouble is that you start your mission with a weapon barely more powerful than a pea-shooter – we're talking microscopic here. Needless to say, power-ups can be collected to improve the situation, but just one tiny mistake is enough to rob you of the extra fire-power. To add insult to injury, the music sounds like an experiment involving monkeys and a xylophone.

ST ACTION 35%

At the end of each level you are faced with a huge guardian and this is the best part of the game. To look at it objectively (*it's a dirty job but... Ed*) *Crescent Galaxy* has the basis of a good game. The graphics are superb and even the sound effects are decent, but deep down you can't help feeling that this is an outing with a whole lot less playability than ST classics like *Xenon 2* or *R-Type*.

The graphics are stunning, but Crescent Galaxy hasn't got enough playability to back them up.

Special weapons are needed to stand any chance against the end-of-level guardians!

CYBERMORPH

Cybermorph is very difficult to button-hole. In many ways it has all of the action of an arcade game and yet play a little longer and you will find strategy elements and just a twist of flight simulation. The basic aim of the game is to fly your T-Griffon ship around numerous planet surfaces, collecting pods in order to defeat the mighty Pernitian empire.

Each surreal world is represented through gouraud-shaded scenery and despite the sheer scale of the graphics, the game maintains a swift, smooth pace. A small navigational computer sits in the top right-hand corner of the screen and provides directions to the nearest pod. As the game progresses, force fields are introduced and you need to find the generation point before you can rescue the pods.

The game is split into five sectors, each containing eight planets. Codes are handed out at the end of each sector, but an end-of-level guardian must be dealt with first. Atari has done remarkably well in getting a game as good as *Cybermorph* packaged with the Jaguar. It's not as technically impressive as some of the forthcoming titles, but the gameplay is superb.

Scattered liberally around each planet are yellow pods – collect 'em and you're done!

ST ACTION 88%

The scenery is vast and the Jaguar throws the lot around effortlessly – roll on Battlemorph!

Select one of eight destinations and face the challenge.

RAIDEN

No console is complete without a quality shoot-'em-up and *Raiden* is almost good enough to erase any thoughts of *Crescent Galaxy* from your mind. As usual, the plot is wafer-thin and involves taking command of a space-fighter to rid the earth of some strangely nameless aliens.

Power-ups fill the air as wave after wave of aliens bite the dust, and bombs can be used to take out ground installations. As you'd expect from a machine of the Jag's calibre, the scrolling is blissfully smooth and the graphics nicely detailed, although the less said about the huge information panel the better! The sound effects aren't bad either, but you'll be sorely disappointed if you are expecting anything vaguely original, in terms of

It's amazing what chaos a few dropped bombs can cause...

presentation or playability. Hardened shoot-'em-up freaks might also find the whole thing a little too easy – completing the game isn't all that difficult and there's little reason for wanting to run through it a second time.

If you're desperate for a thoroughbred Jag shoot-'em-up, *Raiden* will suffice. It's arcade-perfect as far as the graphics are concerned, but don't expect too much long term playability...

ST ACTION 67%

ST Review **would like to extend its thanks to:**

Daniel Department
120-5 Peascod St.
Windsor
Berks SL4 1DP
(0753 862106)

... for the kind loan of all games in *Jagged Edge*.

BattleMorph

If you own a Jag, you've played *CyberMorph*. The sequel harnesses the power of the JagCD to bring new tricks to the party.

Aha, the Atari UK offices. You can tell, 'cos it's a nice building that doesn't do much.

Those Pernitians, eh? Not content with being soundly trounced when they invaded our peaceful blue globe back in *CyberMorph* days, they're at it again.

After the Earth forces routed the Pernitians last time, a fleet of huge battle cruisers was built to patrol neighbouring space. When the cruisers suddenly stop coming home, the top brass finally realise that something is out there – and it isn't the truth. In a final stab at universal peace and harmony, they send the last of the cruisers out to spank those irritating bug-eyed monsters once and for all.

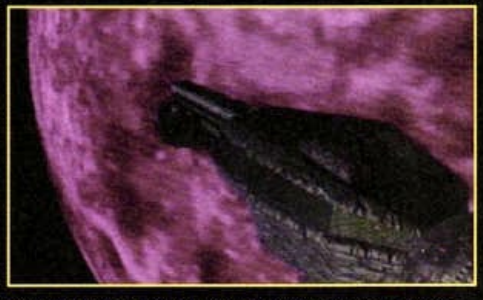
It's war

Your original TransmoGriffon ship has been upgraded since the last conflict. The new War Griffon can do everything the *CyberMorph* ship could, but is faster and harder. It can also explore beneath the ocean waves and penetrate hidden underground complexes. As the last pilot of the final Griffon aboard the only remaining cruiser – nice cheery job – you must track the Pernitians across the galaxy, recovering enough plasma to power the Sutherland to the enemy's home world.

Eye candy

CyberMorph was a tiny cartridge, whereas *BattleMorph* arrives on a CD with a whopping 650Mb of storage space – so what's new? For starters, the music. Rather than the limited soundtrack offered by *CyberMorph*, your airborne assaults are accompanied by 'real' music – perfect 16-bit stereo sound played from the CD. Likewise, sound effects are clearer and more varied.

There are plenty of full-motion video movies which crop up as you play. The tale of the Pernitian battles is rendered in glorious moving TrueColour, and the quality is superb. The most amusing aspect is the voice-over, which tells the story and guides you through the missions. Rebellion has managed to find a very credible Sean Connery impersonator – he made us smile, anyway. The extra space also means more scenery, more enemies and lots and lots of textures. Everything from the buildings to the enemy ships is lovingly texture-mapped to provide a real visual feast.



The battle cruiser Sutherland, home to your lone – but not completely hopeless – assaults against the Pernitians.

It plays like *CyberMorph* with knobs on, basically. Whereas most of the original missions involved collecting anonymous yellow pods, *BattleMorph* has more scope. Mission tasks range from taking out entire planets by popping huge generators to searching underwater for lost weapon technology.

The atmospheric music and fantastic visuals are a treat for the ears and eyes

As the missions progress, you are rewarded with new weapons. Unlike *CyberMorph*, where you pick up arms for each mission, once you find something you get to keep it. The more appealing visuals don't slow the game down, either. Everything belts along, with a real feeling of speed. Try cutting across the surface of a lake at full tilt to see what we mean.

Conquer space

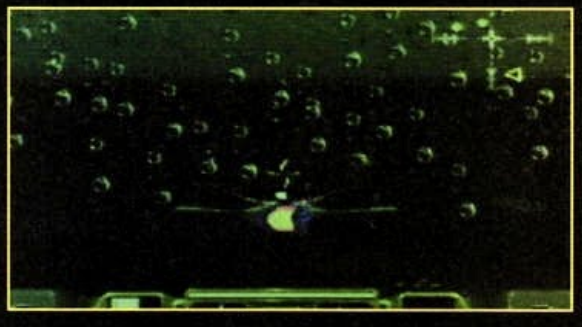
If you liked the idea of *CyberMorph* but found the lack of variety a little annoying, you'll enjoy the increased depth of *BattleMorph*. Fans of the original will certainly relish the prospect of getting deeper into the Pernitian scenario. As with all JagCD games though, you need a memory track cartridge to get the best from it; otherwise you'll be playing the first few worlds until the end of time.

Fast and funky

BattleMorph's atmospheric music and fantastic visual extras are a real treat for the ears and eyes, but that isn't all it has to offer – it's also a fast and addictive game. Now, where did I leave my space boots? *stf*

FRANK CHARLTON

Here we're exploring a subterranean tunnel, looking for Arthur Scargill. Er... hello, who nicked our torch?



It finally dawned on the designers to make your ship waterproof. Shame we're in for a drought.

Product: BattleMorph
Price: £49.99
Contact: The Console Centre
Tel: 01484 544926
Min system: Jaguar and Jaguar CD

VERDICT ● STF VERDICT ● STF VER

HIGHS

- Varied missions
- Superb sound and music
- Fast and fluid

LOWS

- If you didn't like *CyberMorph*...

In short...

A worthy sequel to the game we all own, and a great blaster in its own right.

89%

Atari Supplement

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JAGUAR™

64-BIT

OVER 50 NEW 64-BIT GAMES

From £149 ex. game

YOUR FUTURE IS 64-BIT

ATARI

YOUR FUTURE IS 64-BIT...

Welcome to the world of 64-bit gaming, a world that the Jaguar can call its own. Atari, the original games company, has channelled over a decade of videogame experience into the development of Jaguar and the result is the most technically advanced game console in the world. The big cat's RISC architecture is capable of delivering blistering graphics and sound at previously unheard of speeds; brute power leads to exciting games. A small taster of what's available and what is to come can be found within the pages of this brochure. And with third-party developers as illustrious as id Software, Activision, Virgin and Time Warner actively engaged in Jaguar projects, you can be sure that there's plenty more to look forward to.

For original games and an affordable price, the Atari Jaguar is the only real choice. The future is 64-bit; the future has arrived...

JAGUAR

DOOM

The most violent game on earth

■ Atari ■ 32Mbit Cartridge
■ Out Now ■ £59.99

On a secret base on a far away planet, an experiment in time travel has gone horribly wrong. Ordered to secure the perimeter, you and your squad of crack space marines are about to find a new meaning for the word hell. Screams come from inside, the sound of ripping flesh and cracking bones – and then silence. You're the only one left. Dare you enter

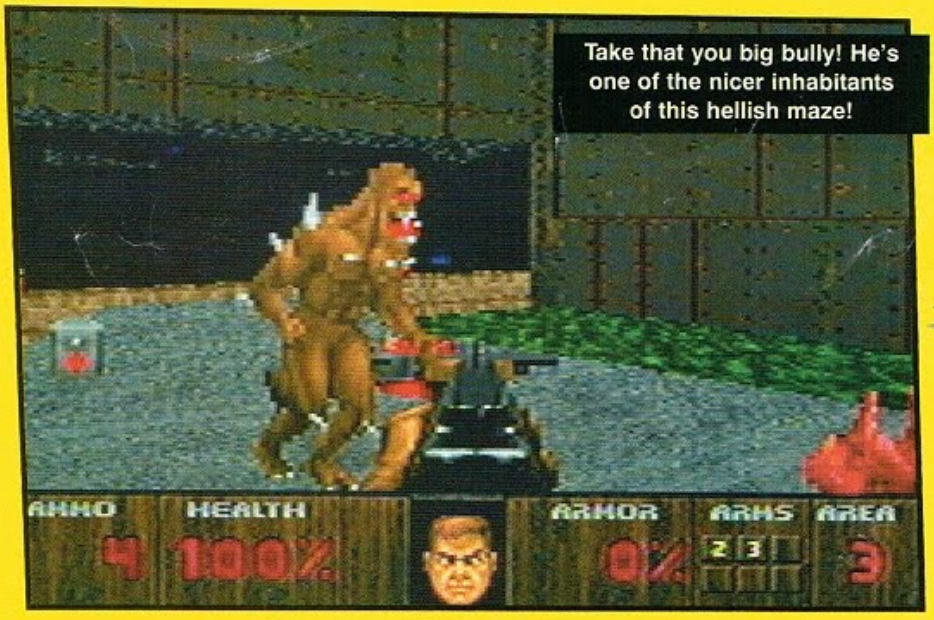
Texture-mapped corridors and eerie lighting effects provide an uncanny sense of realism.

Attack of the Mutant PENGUINS

64 levels of wicked addiction

■ Atari ■ 16 MbitCartridge
■ Christmas '95 ■ £49.99

Yikes – Earth is under alien attack yet again, and don't think for a minute you're getting away with a dull shoot-'em-up this time! Pure insanity is the only way to describe this wacky race against time, as you battle with mutant penguins disguised as popular TV characters (don't ask!). Use all your ingenuity to halt the penguins as they attempt to destroy Earth's ecological balance by jumping on the Doomscale machine! Gruesome machines and delay tactics (hey, Elvis can't resist a boogie by the Jukebox) are your main weapons. 'Finished one of the 64 levels? Then get ready for some amazing mid-level interludes of classic arcade games featuring Penguins, like Penguin Control, Penguin Attack and Penguin



Take that you big bully! He's one of the nicer inhabitants of this hellish maze!

the blood-spattered base and find out the dreadful truth?

Few games can generate the same bloodthirsty atmosphere and stomach-churning excitement as Doom; its gripping first person perspective puts you in the thick of the carnage. The shock inducing sound effects, hideously deformed creatures, texture mapped walls and weird but realistic lighting turns the Jaguar into the virtual reality experience of the '90s.

"I love every little thing about it. it's perfect... now where's my chainsaw?"

Les Ellis - Gamesmaster (94% review)

Doom on the Jaguar is quite unique. It's the only console version that allows you to link with a friend in Deathmatch and Co-operative mode, the only console version to contain full 3D graphics, and it has more levels than any other console version. What you'd expect really – Doom is better on the Jaguar.

Defender 2000

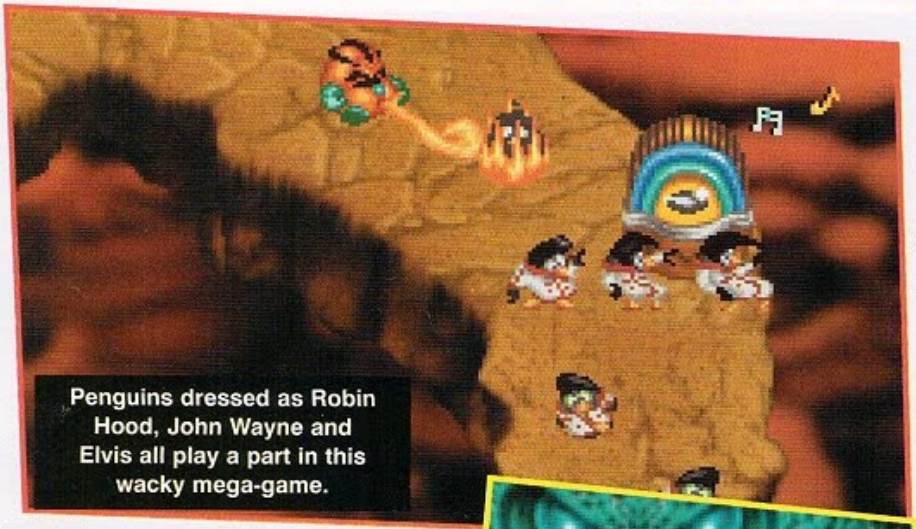
■ Atari ■ 32Mbit Cartridge
■ December 95 ■ £49.99

The definitive Williams arcade game blasts into the nineties, with eye-stinging graphics and totally aggressive sound. "Original" and "plus" modes are included for nostalgia freaks.

Fight For Life

■ Atari ■ 32Mbit Cartridge
■ December 95 ■ £59.99

Prepare to face a succession of brutally tough warriors in a struggle to return from the netherworld. Fast graphics and moody backgrounds add to the atmosphere of this polygon beat-'em-up.



Penguins dressed as Robin Hood, John Wayne and Elvis all play a part in this wacky mega-game.

"AMP is a frantic puzzler combining elements of strategy with sheer bird bashing brutality it is also very very addictive and completely mad."

Dave Perry - X-Gen magazine.

Range.'The addictive gameplay is complemented by some seriously bizarre humour – hey, you all know what happens when a few cowboys get around a camp fire (parp!)? Quite simply the most original game of the year.

Smooth graphics, great gameplay, totally original and completely wacky, but you're going to need a Jaguar, it's the only console powerful enough to play Attack of the Mutant Penguins.

JAG FACT

RAW 64-BIT POWER...

You wanna see games that whip 16-bit butt? Then you need a Jaguar! Packing a total of five processors, the Jaguar can deliver infinitely better graphics and smoother sound than any 16-bit console.

JAGUAR

JAG FACT

A WHOLE NEW DIMENSION...

Both traditional and advanced three-dimensional graphics are a piece of cake for the Jaguar; shading, light-sourcing and transparency are all handled through hardware.

Tempest 2000

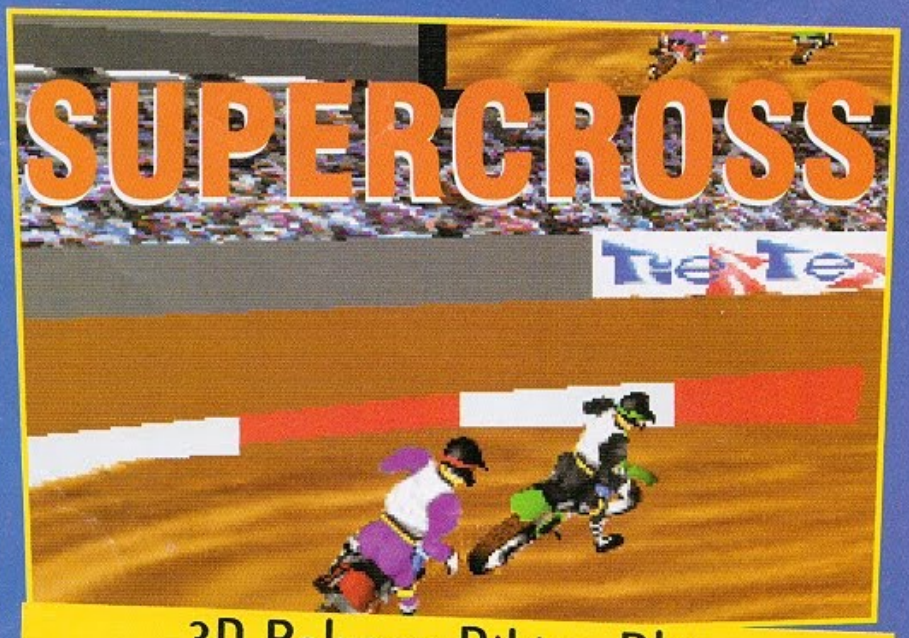
Atari ■ Cartridge ■ Out Now! ■ £49.99

Monstrous three-dimensional graphics and an outstanding rave soundtrack inject new life into this arcade classic. Choose from traditional, plus or 2000 play and get ready for the gaming experience of a lifetime; feed your head to the web!

White Men Can't Jump

Atari ■ Cartridge ■ Out now ■ £59.99

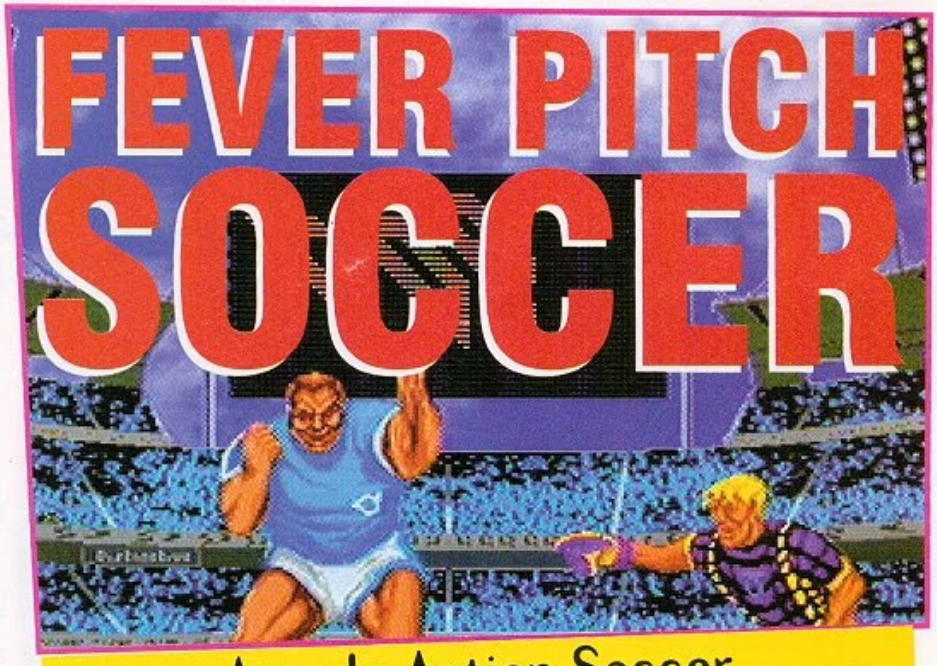
Street basketball arrives on the Jaguar in true style. Boasting animation to die for, a seriously active camera view and free "team-tap" adapter, sports fans shouldn't miss White Men Can't Jump!



3D Polygon Biking Blitz

Atari ■ 32Mbit Cartridge
Christmas '95 ■ £49.99

Grab your crash helmet and get ready for a bumpy ride! Supercross places you in the saddle of a powerful motocross bike, with only one aim – to win. Choose from a selection of riders and enter the crowd-packed arena where dozens of smoothly shaded jumps await your pleasure. It's all about keeping the pedal to the metal and taming the slide as the back wheel spins helplessly out of control. A large cinema screen provides constant updates on the progress of your fellow riders, and the three-dimensional terrain helps to convey



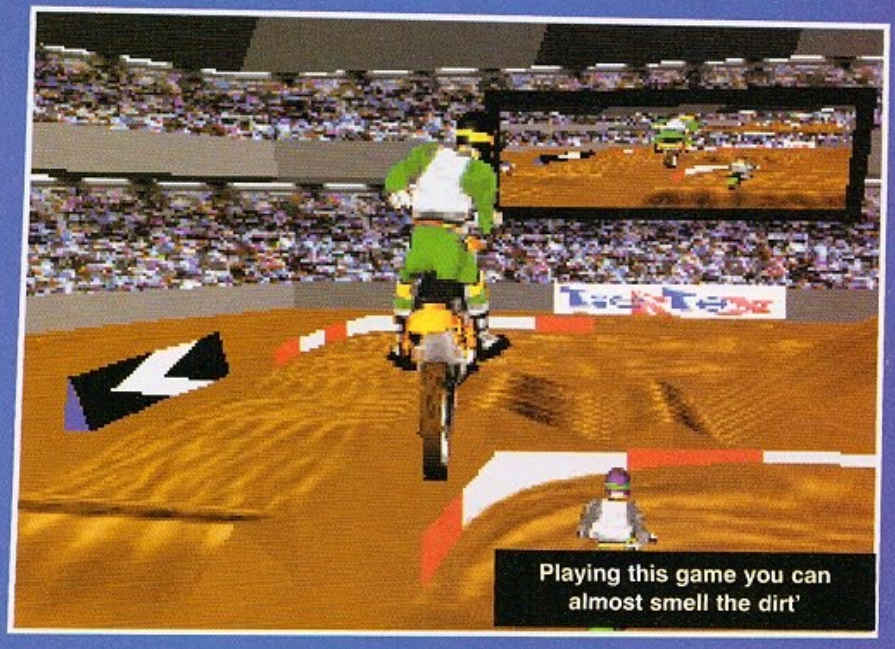
Arcade Action Soccer

Atari ■ 32Mbit Cartridge
Christmas '95 ■ £49.99

Fast-paced footy action meets 64-bit power in this rewrite of US Gold's widely acclaimed Fever Pitch Soccer. Play tournament games against world renowned teams and be sure to bring a friend along for a touch of two-player action. 'Fast action enhanced graphics and realistic digititized sounds transport you to the stadium of your choice. Star players who swerve the ball, have rocket shots, mark closely, have silky skills, can pass to feet, barge and dive are all wonderfully controllable via the Jaguar's Powerpad.' Naturally, these

the atmosphere of this exciting sport. 'Supercross combines the raw power of the 64-bit Jaguar with gameplay supervised by major Supercross personalities to produce spot on feel - the most realistic sim ever.'

Yeah – keep those eyes focussed firmly forward as you splatter past yet another loser!



Playing this game you can almost smell the dirt'

The angled view allows you to control all of your players with precision.

timeless moments are replayed in minute detail and the restless crowd go wild in response to exciting play. Jag enhanced graphics and exceptionally smooth gameplay make this the ultimate soccer experience.

"Great game, soft pitches, gulible referees - I love it"

Jergen Gdiverman - Fever Pitch Star

65,000 colour graphical cameos, full action replay, full team name control - only possible on the Jag!

Great reasons to buy a 64 bit JAGUAR™

Alien Vs Predator
Arena Football
Brett Hull Hockey
Checkered Flag
Doom
Fight for Life
Kasumi Ninja
Skyhammer
Ultra Vortek
White men can't jump
Black Ice/White noise (CD)
NBA Jam tournament edition
Baldies (CD)
Battlemorph (CD)
Blue Lightening (CD)
Commando (CD)
Creature Shock (CD)
Demolition Man
F1 Racing (CD)
Highlander I (CD)
Highlander II (CD)
Highlander III (CD)
Hover Strike (CD)
Magic Carpet (CD)
Max Force (CD)
Myst (CD)
Robinsons Requiem (CD)
Soul Star (CD)
Starlight Bowl
A Rama (CD)
Thea Realm Fighters (CD)
Varuna's Forces (CD)
Barkley Basketball
Club Drive
Cybermorph
Dactyl Joust
Death Watch
Defender 2000
Hover Hunter
Hover Strike
Iron Soldier
Iron Soldier II
Attack of The Mutant Penguins
Ruiner Pinball
Super Burnout
Supercross 3D
Tempest 2000
Val D'Isere skiing
Wolfenstein 3D
Bubsy the bobcat
Dragon - Bruce Lee Story
Flip Out
Zool 2
Crescent Galaxy
Evolution Dino Dudes
Raiden
Phase 0
Fever Pitch Soccer
Gotcha!
Missile Command 2000
I-War
Zero-5
Breakout 2000
Sudden Impact
Atari Kart

JAG FACT

GREAT GAMES – À LA CARTE...

Advanced compression allows many megabytes of sound and graphics to be squeezed onto a single Jaguar cartridge. The result is great games without the expense of a CD drive.

JAGUAR

The Atari Jaguar CD Add-On

Jaguar games on cartridge compress huge amounts of data, so can match any other system for power and playability, however to utilise film clips and real video in games requires the storage capacity of CD. So for Jaguar owners who require those FMV elements in their software Atari have developed a CD player which slots simply into the Jaguar's cartrdige port and offers top technology CD power.

For just £149 The Jaguar CD offers

- Superfast reading of CD's
- 790 Megabytes of storage
- Audio CD and CD&G capability
- Saving of high scores and game positions through Memory Track™ cartridge
- Built in Virtual Light Machine (VLM) - Light shows with your favourite audio CD's
- 4 great CD's included free

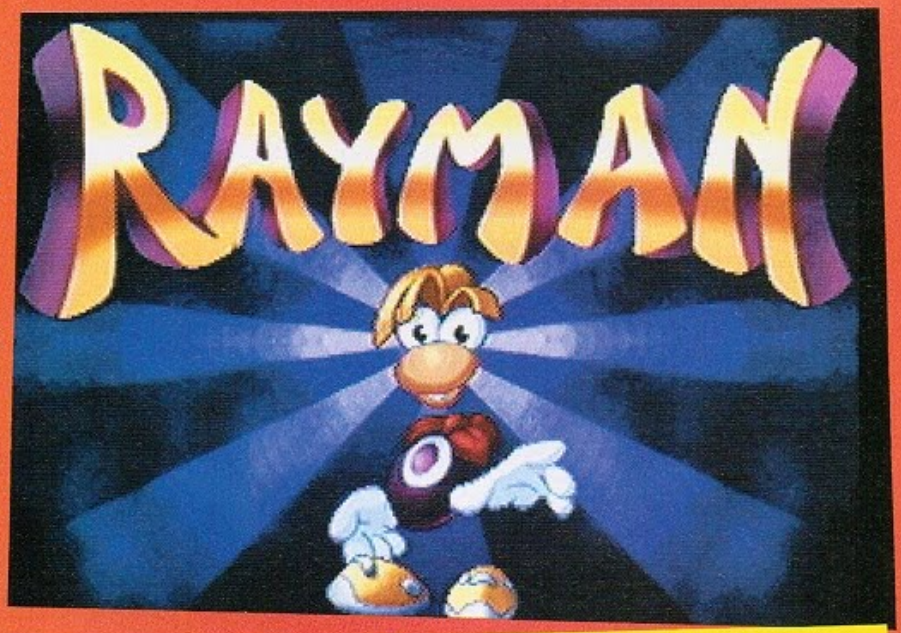
Tempest 2000 Soundtrack
A free audio CD to use with VLM

Blue Lightning
Great shoot 'em up game

Vid Grid
MTV style videos brought to life in this Multi-Media puzzle

Myst
Full playable demo of great adventure game.

JAGUAR



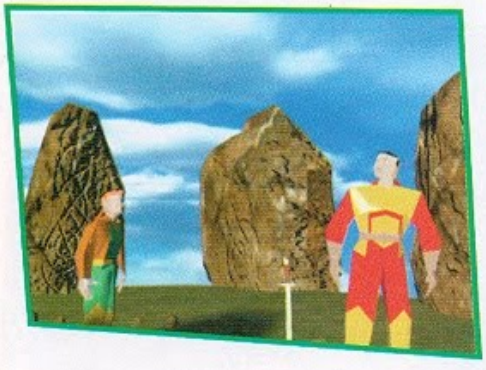
'Stunning Cartoon Action'

Ubi Soft 32Mbit Cartridge
Out now £54.99

This game is totally cool. The graphics are nothing less than spectacular. The colours are vibrant and full of life. The backgrounds jump out and grab you. That's what Electronic Gaming Monthly had to say about

Superbly rendered sprites which move in the cutest ways

CD GAMES



Highlander

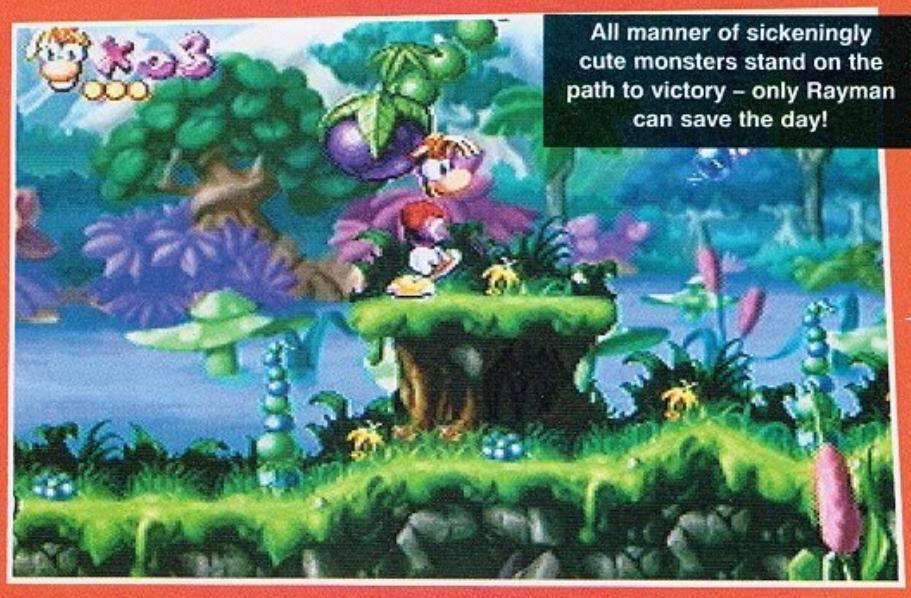
Atari CD
November '95

Three-dimensional graphics and superbly rendered backgrounds blend perfectly in this Jaguar version of the popular cartoon. You'll face puzzles aplenty in your quest for ultimate knowledge, and cut-sequences from the series breathe atmosphere into an already spectacular game.

Primal Rage

Time Warner CD
November '95

The prehistoric arcade sensation arrives on the Jaguar! Choose your monster and get ready for a true clash of the Titans, complete with dozens of special moves. Tiny humans run scared as the colossal monsters do bloody battle in this arcade-perfect port.



All manner of sickeningly cute monsters stand on the path to victory – only Rayman can save the day!

Rayman, and it shows just how much power a Jaguar cartridge can pack. This magical journey through a surreal world filled with beautifully animated characters is one of the most attractive console games in existence, and also one of the most playable. You take the role of imaginary super hero Rayman in a quest to restore balance to his cartoon-filled world. Along the way you'll meet all manner of maladjusted toons, from saxophones with killer notes to rolling-pin-wielding Space Mamas! Watch and wonder as Rayman jumps, dances, walks on his hands and flies with a colossal helicopter spin – pure magic! With numerous vast levels of slippery smooth, skilful, strategic, joyful jumping and dozens of challenging obstacles to overcome, Rayman will keep you trapped in his world for many months to come!

"The graphics and sound are beautifully engineered with some great themed levels"

Pete Wilton - Gamesmaster (91%)

F1-Racer

■ Atari ■ CD
■ December '95

Experience the thrills of a full formula one season with F1-Racer. Track after track of twists and turns await your wickedly fast car and a networking mode allows multiple players to get involved. Strap yourself into your car and prepare to prove your mettle in the driver's championship!

Battlemorph

■ Atari ■ CD
■ December '95

Cybermorph returns with multiple vehicles! This time you'll have to wrestle with a tank, submarine and supersonic jet-fighter in a bid to smother the resurging Pernitian empire. Even slicker graphics and CD extras make this a worthy successor to the classic Cybermorph.

COMING SOON...

Mortal Kombat III

■ Atari ■ CD

The best selling Mortal Kombat series comes to Jaguar in an arcade identical version with all the explosive action, great characters, stunning specials and crushing combinations of the original!

Zero Five

■ Atari ■ 16Mbit Cartridge

Superb Polygon shooter described as Virtual Galaxians by the press, features four different playing styles each with unqiue 3D camera angle. Plays like a dream, looks like.... well, like the best shoot 'em up ever, actually!

Other superb Jaguar games to watch for in the coming months include:
NBA Jam TE; Magic Carpet; Phase Zero; Max Force; Varuna's Forces & Rocky Horror Interactive

JAG FACT

PARTY ON!

The Jaguar has the support of the top developers. Among them, Activision, Accolade, Argonaut, US Gold, Domark, Acclaim, Gremlin, Ocean, Williams, Virgin, Time Warner, Team 17, Core Design, id Software, Llamasoft and many, many more!

JAGUAR

JAGUAR™

'THE JAGUAR IS AVAILABLE FROM...'

ABERDEEN
Future Zone
HMV
Virgin
ALDERSHOT
Software Plus
ASHFORD
Future Zone
Game Zone
AYLESBURY
HMV
AYR
Future Zone
BARNSLEY
Future Zone
BASILDON
Future Zone
Software Plus
SS Computers
BASINGSTOKE
Future Zone
HMV
BATH
Future Zone
HMV
BATLEY
Gameplay
BEDFORD
Future Zone
Software Plus
BELFAST
Future Zone
Virgin
BEXLEYHEATH
HMV
BINGLEY
Vision
BIRKENHEAD
Future Zone
BIRMINGHAM
Future Zone
HMV
Virgin
Mr. Disk
BLACKBURN
Future Zone
BLACKPOOL
HMV
BOLTON
Future Zone
Software Plus
Bolton Computers
BOURNEMOUTH
Video Game Centre
BRACKNELL
Future Zone
BRADFORD
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HMV
BRENT CROSS
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Future Zone
HMV
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Future Zone
Debenhams

MK Consoles
Virgin
BROMLEY
Future Zone
HMV
BURY
Future Zone
CAERPHILLY
Jet Computers
CAMBERLEY
Future Zone
CAMBRIDGE
Future Zone
Software Plus
CANTERBURY
Future Zone
Computer World
CARDIFF
Future Zone
HMV
Virgin
CARLISLE
Future Zone
CHATHAM
Future Zone
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CHELTENHAM
Future Zone
HMV
Software Plus
CHESTER
HMV
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CHESTERFIELD
Future Zone
COLCHESTER
Future Zone
Software Plus
Interactive Consoles
COVENTRY
Future Zone
Virgin
CRAWLEY
Future Zone
CROYDON
Future Zone
HMV
Debenhams
Virgin
CWMBRAN
Soft Centre
DARLINGTON
Future Zone
DERBY
Future Zone
Virgin
HMV
DONCASTER
Future Zone
Guildhall Leisure
DUBLIN
Future Zone
Virgin
DUDLEY
Future Zone
Software Plus

Games Shack
DUNDEE
HMV
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EALING
Future Zone
HMV
EASTBOURNE
Future Zone
EAST GRINSTEAD
C&N Cycles
EAST KILBRIDE
Future Zone
EDGEWARE
Future Zone
EDINBURGH
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HMV
Virgin
Game Masters
EXETER
Future Zone
HMV
EXMOUTH
Exmouth Computers
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Future Zone
FARNBOROUGH
Future Zone
FELTHAM
TORC Software
FOLKESTONE
Software Plus
GATESHEAD
Future Zone
GILLINGHAM
Software Plus
GLASGOW
Future Zone
(Parkhead)
(St Enoch)
HMV
(Argyll St)
(Seuchihall St)
(Union St)
Game Masters
Computer Depot
(Gallowgate)
Debehams
(Argyll St)
Virgin
(Union Street)
(Argyle Street)
Home Connection
GLOUCESTER
Debenhams
GRAVESEND
Software Plus
GRIMSBY
Future Zone
GUILDFORD
Debenhams
HANLEY
HMV
HARLOW
Future Zone
HARROGATE

Wicked Games
HARROW
Future Zone
Debenhams
HARTLEPOOL
Future Zone
HEMEL HEMPSTEAD
Games Without Frontiers
HEREFORD
Software Plus
HIGH WYCOMBE
Future Zone
HOUNDSLOW
Future Zone
HUDDERSFIELD
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HULL
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Debenhams
Tomorrow World
ILFORD
Future Zone
INVERNESS
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Computer Plus
GB Games
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The Electronic
KINGSTON
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HMV
Virgin
LEAMINGTON SPA
Future Zone
LEEDS
Future Zone
HMV
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Silicon Valley
LEICESTER
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HMV
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LEIGH
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Future Zone
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Future Zone
LIVERPOOL
Future Zone
HMV
Virgin
LONDON
(Knightsbridge)
Harrods
(Marble Arch)
Virgin
(Oxford St)
Future Zone
HMV
Virgin
(Oxford Circus)
HMV
(Tottenham Ct)
Silica Shop

(Trocadero)
HMV
LOUGHBOROUGH
Jive Consoles
LUTON
Future Zone
Debenhams
LYMINGTON
The Control Zone
MACCLESFIELD
Tim's
MAIDSTONE
Future Zone
HMV
MANCHESTER
Future Zone
HMV
Debenhams
Virgin
MANSFIELD
HMV
Mansfield Computers
MARLOW
Computer Cavern
MIDDLESBROUGH
Future Zone
MILTON KEYNES
Future Zone
Computer Friendly
NEWCASTLE
Future Zone
Virgin
HMV
NEWPORT
Software Plus
NORTHAMPTON
Future Zone
NORWICH
Future Zone
Software Emporium
Viking
Virgin
NOTTINGHAM
Future Zone
HMV
Virgin
Cyberdreams
OLDHAM
Future Zone
HMV
ORPINGTON
Computer Leisure Centre

OXFORD
Future Zone
HMV
PERTH
Core
PETERBOROUGH
Future Zone
Software Plus
PLYMOUTH
Debenhams
Virgin
PRESTON
Future Zone
HMV
READING
HMV
Virgin
REDHILL
Future Zone
ROCHDALE
Future Zone
ROMFORD
Debenhams
RUGBY
Compleat Computing
SHEFFIELD
Future Zone
Debenhams
Virgin
HMV
Software Plus
Just Micro
SHREWSBURY
Virgin
SIDCUP
Silica Shop
SLOUGH
Future Zone
HMV
SOLIHULL
HMV
SOUTHAMPTON
Future Zone
HMV
Computability
Debenhams
Virgin
SOUTHEND ON SEA
Future Zone
HMV
Software Plus
Keddies
ST ALBANS

Software Plus
ST HELENS
Future Zone
STEVENAGE
Software Plus
STIRLING
Future Zone
STOCKPORT
Future Zone
STRATFORD
Future Zone
Software Plus
SUTTON
Software Plus
SWANSEA
Future Zone
SWINDON
Fantasia Consoles
TELFORD
Future Zone
THURROCK
Future Zone
HMV
TRURO
Console Connections
Debenhams
TUNBRIDGE W
Wizbit
UXBRIDGE
Future Zone
WAKEFIELD
HMV
WARRINGTON
Future Zone
Software Plus
WATFORD
Future Zone
WESTON S MARE
Software Plus
WIGAN
Software Plus
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W J Daniels
WOKING
Future Zone
WOLVERHAMPTON
Future Zone
WORCESTER
Future Zone
Constat
YORK
Future Zone
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ATARI JAGUAR UK RELEASE DATES

Jaguar (Cartridge) - 49

1994 - 16
Cybermorph - Bundled Game - June
Tempest 2000 - £54.99 - June
Crescent Galaxy - £44.99 - June
Evolution : Dino Dudes - £44.99 - June
Raiden - £44.99 - June

Wolfenstein 3D - £54.99 - Aug

Alien Vs Predator - £59.99 - Oct

Chequered Flag - £59.99 - Nov
Club Drive - £54.99 - Nov
Doom - £59.99 - Nov
Dragon - £54.99 - Nov

Brutal Sports Football - £54.99 - Dec
Bubsy The Bobcat - £44.99 - Dec
Iron Soldier - £54.99 - Dec
Kasumi Ninja - £59.99 - Dec
Zool 2 - £44.99 - Dec

1995 - 25
Val D'Isere - £54.99 - Jan

Cannon Fodder - £49.99 - Feb
Syndicate - £54.99 - Feb

Sensible Soccer Int. - £59.99 - Mar
Theme Park - £54.99 - Mar

Double Dragon V - £59.99 - Apr

Hoverstrike - £54.99 - May
Troy Aikman Football - £54.99 - May

Pinball Fantasies - £49.99 - Jun
Power Drive Rally - £--- - Jun

Flipout! - £--- - Jul
Super Burnout - £--- - Jul

Flashback - £44.99 - Aug
White Men Cant Jump - Aug

Rayman - £--- - Sep
Ultra Vortex - £--- - Sep

Pitfall - £--- - Oct

1995 (cont...)
Ruiner Pinball - £--- - Nov

Atari Karts - Dec

Attack Of The Mutant Penguins - Dec
Defender 2000 - Dec
Fever Pitch Soccer - Dec
I-War - Dec
Missile Command 3D - Dec
Supercross 3D - Dec

1996 - 5
Fight For Life - £59.99 - Jan
NBA Jam TE - Jan
Zoop - Jan

Breakout 2000 - Dec
Towers 2 - Dec

1997 - 2
Zero 5 - Sep
Iron Soldier II - Dec

1998 - 1
Worms - May

Jaguar (CD) - 12

1995 - 9
Vid Grid - Bundled Game - Sep
Blue Lightning - Bundled Game - Sep

Hoverstrike - £??? - Oct
Highlander - £??? - Oct

Baldies - £??? - Dec
Battlemorph - £??? - Dec
Myst - £??? - Dec
Primal Rage - £??? - Dec
Space Ace - £??? - Dec

1996 - 1
Braindead 13 - £??? - Jan

1997 - 2
World Tour Racing - £??? - Jun
Iron Soldier II - £??? - Dec

NOTES - WIP PDF

There is still loads of UK material missing, these magazines have yet to be checked and scanned.

C&VG - 162
Edge - Jag CD supplement
Games World - all issues
X-Gen - all issues
Gamesmaster - missing issues 10-20,24-28,30-46

Plus higher resolution scans of some of the pages already included which can be hard to read.

Any help with UK prices and dates on the release page on the previous page appreciated.

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